Toby Lancaster Presents
A Solo Player Dungeon Crawler
Core Rules

2D6 Dungeon

The Levels of the Human Ancestry Dungeon

Level 1 – The Entry

Level 2 – The Domain

Level 3 – The Crypt

Level 4 – The Haunted

Level 5 – The Infernal

Level 6 – The Cultist Den

Level 7 - The Menagerie

Level 8 – The Monster Maze

Level 9 – The Cursed

Level 10 – The Dungeon Lords

2D6 Dungeon

Core Rules

A roll-and-write, print & play, solo player, dungeon crawler game

Written and Designed by

Toby Lancaster

Cover Art by

Eric Pommer

Proofreaders

Brent Ritchey and Clive Sutherland

Playtesters

DR Games

www.drgames.co.uk

Contents

Contents

Introduction

2D6 Dungeon is a classic-style dungeon crawl, print & play, roll-and-write game designed for solo play. You explore randomly generated dungeon rooms, fight creatures, and collect treasure as you gain experience and levels and strive to become a legendary adventurer. Every adventure and dungeon is unique.
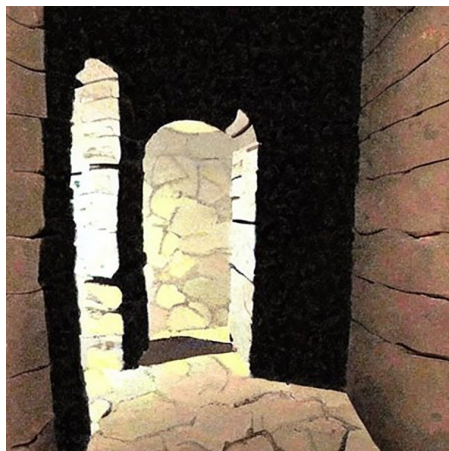
You are an adventurer who has that special quality that marks you out as exceptional. You have heard that there is a dungeon located nearby and, after searching, have discovered the entrance. This is your opportunity to make your fortune and, although you know the challenges ahead will be difficult, you sense you have what it takes to become a legend.

What You Need to Play

You will need the Core Rules book, the Tables Codex book (for reference), 2 different-coloured six-sided dice, an additional 2 six-sided dice, a pencil, and a dot grid sheet to draw the map on (see rear of the book). Print out the Quick Reference Combat Cards to use in combat.

You can also print out the God Cards and Creature Cards for ease of use.

Setting

2D6 Dungeon is set in its own fantasy world, called Coradine. It is a land where the people have a longstanding peace, war seemingly forgotten, and the regions and realms respect a unified sovereignty. But beneath this shroud of peace is a turbulent underworld; a dark realm that is riddled with dungeons and underground chambers where monsters hide away guarding their treasure, and organised groups of bandits and brigands form plans to raid the settlements above.

Although Coradine features some of the classic fantasy heritages, it also has new unique ones, some twisted by their time in the darkness, others warped by their desire to break the harmony above. Parties and adventurers play their part in ridding the world of these terrors by venturing forth into the dungeons that litter the land. Those found in the dungeon realm are evil and will try to destroy those who dare to enter.

The Subterranean Gods

The gods of the underworld are ambivalent to those on the surface, but, as an adventurer who is entering into these depths, you must be aware of what they offer, for it is possible to gain the favour of these needy deities. As you progress through the dungeon, you will encounter shrines, fountains, and monuments dedicated to these subterranean gods where you can make offerings. Learn more about this process in Inventive Usage later on, and more about these deities on the God Cards.

Gem Value Table				
Gem Type	Colour	Low Quality	Mid Quality	High Quality
Pearl	Opaque	2gc	4gc	10gc
Sapphire	Blue	4gc	8gc	20gc
Garnet	Orange	8gc	16gc	40gc
Ruby	Red	10gc	24gc	60gc
Emerald	Green	12gc	32gc	80gc
Diamond	White	16gc	40gc	100gc

Coinage and Gems

In the world of Coradine, there are three types of coin: gold, silver and copper. 10 copper equals 1 silver, and 10 silver equals 1 gold. Copper coins are very lightweight and 100 of them are worth 1 gold coin. Gems (pearls are included here) are also used as a method of payment, as many traders will accept them instead of coins. The Gem Value Table above shows the types and values.

Low quality gems (LQ) can show blemishes and are often oddly shaped or roughly cut. Mid quality gems (MQ) may be worn or moved from their custom mounts. High quality gems (HQ) are larger, rare, and finely cut.

Side Quests

Although the core aim of the game is to gather treasure, experience points, and legendary status, there are small narrative quests that can be picked up while exploring. These are sometimes objects or pieces of information which can be noted in the Quest Items section of the Character Sheet. Their function is described in the text and, once complete, can be crossed off. You may have a couple of quests running at the same time, or none at all. Each quest will have very specific requirements you will need to look out for as you venture into the dungeon. Gain 50 XP per level for each Side Quest completed.

Ten Levels

The aim of 2D6 Dungeon is to complete the ten levels of the dungeon (completing the first level ten times doesn't count). When a level is complete, tick it off the

LEGEND STATUS LEVEL TRACKER | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10

Legend Status Level Tracker on the Character Sheet.
Completing a dungeon level may take a number of tries. You will probably have to leave the dungeon and return with better equipment to be able to face the harder creatures of the deeper levels. Rarely does an adventurer complete all ten levels in one outing.

Becoming a Legend

You can become a legend if you complete each individual level of the dungeon, as described above, and then receive a legendary reward in the town as acknowledgement of your achievements. Once you have become a legend, you can progress onto Legendary Dungeons, a future expansion for the game called "2D6 Legendary Dungeons."

The Dice

It's important to understand that the core of 2D6 Dungeon is narrative, and the engine that powers it is the set of tables found in the Tables Codex book. It is fair to say that this game embraces tables on many levels (and to help facilitate this we have included a table index). You will need to roll the six-sided dice in a number of fashions for these tables.

Types of Rolls

There are four types of roll you will be told to make at different times during the game.

D3: Roll a six-sided die, and treat a result of 1–2 as1, 3–4 as 2, and 5–6 as 3.

D6: Roll a six-sided die. There may be some D6 tables that show a broader range of numbers than can be rolled on one die, because modifiers can be applied.

2D6: Roll two six-sided dice and add the results. This is the most common roll and where the game derives its name from.

D66: A combination of two six-sided dice, distinguishable from each other by colour. The Primary die represents the tens digit, and the Secondary die is the ones digit.

Primary and Secondary Dice

In 2D6 Dungeon, when rolling a D66, the Primary die will need to be a different colour from the Secondary die, so that you can distinguish between the two. You always read the Primary die first, unless the encounter or ability text states otherwise. Combat and room generation particularly depend on the application of the Primary and Secondary die.

The Modified Ranges Rule

Some rolls, after modifiers are applied, will be higher or lower than the table results. In these cases, the Modified Ranges Rule applies. This means that, for example, if you roll a 0, and the lowest number on the table is 1, you treat the roll as a 1; or, if you roll a 7 on a table that only goes to 6, you treat the roll as a 6. No bonuses or penalties are applied for being out of the table's range. On the other hand, some tables will have a broader range of results than a single die. By applying modifiers to the roll, this allows for more extreme rolls to have more specific consequences.

Creating an Adventurer

As the adventurer, you will have a number of stats and abilities. These are recorded on your Character Sheet, which consists of four separate pages. Print out a blank version from the back of the book. First, add a character name, and then write "+2" in the Shift box and "+1" in the Discipline box. Write "0" for Precision. You also start with 10 Health Points.

Now you need to select a weapon. Choose either a Longsword, Greataxe, or Heavy Mace, and write this in your Weapon Box. See 'Weapon Manoeuvres Table 1' in the Tables Codex for more detail. Each weapon is also blessed by the Zeegor Priests to damage undead. Pick two Starting Manoeuvres, to use during combat, from the Level 1 Manoeuvres for

your chosen weapon, and add these to the Manoeuvres section on your Character Sheet. You will see that there is a 2-dice combination that also needs to be drawn in the Dice Set column for each Manoeuvre. You can't just pick up any weapon in the dungeon and expect to know its intricacies, so you stick to what you know best and wield the same weapon throughout your adventure. Years of training have taught you how to use it with a decent level of skill. At higher levels, you can have up to a maximum of three manoeuvres at any one time, which you may swap out for more damaging options when you gain a level (see the Adventurer Levels Table on the next page).

Next, you can select **one** piece of armour from the Starting Armour Table. Write it in the Armour section, along with its Dice Set and modifier. The modifier is the number you may be able to subtract from any damage you take during a round of combat. You can wear any combination of armour, to a maximum of 3 pieces, but not duplicate pieces or items that cover the same part of the body, such as two shields, pairs of gauntlets, jackets, or plates.

Starting Armour Table		
Armour	Dice Set	Modifier
Jerkin	⚅	−1 damage
Padded Tunic	⚄	−1 damage
Quilted Coat	⚂	−1 damage
Hide Doublet	⚁	−1 damage

You also start with a **flint and steel** for lighting fires, a **lantern**, **3 rations**, **a pouch**, a **wax sealing kit** (for potion bombs), and a **large backpack** for carrying all your loot and items.

You have been taught the arcane runes of magic and so can read magic scrolls. Select **one** scroll from the 'Starting Scrolls Table' and write it in the Magic Scrolls section on the sheet (see the 'Magic Scroll Table' in the Tables Codex for more details).

Starting Scrolls Table	
Scroll	Description
Scroll of Balance	Increases discipline and magical focus for a time.
Scroll of Mental Whip	A damaging psychic attack.
Scroll of Reflexes	Increases combat ability for a time.
Scroll of Melt Metal	Destroys one lock or armour-related interrupt on an enemy.

On top of this, the village healer has given you a **Potion of Healing**, which can restore 10 HP. Write this in the Magic Potions box on the Character Sheet. You can carry **up to 5 potions** at any one time.

Write "1" in the Level box at the top of the sheet, and "0" in the XP box. You are an inexperienced, Level 1 Raw adventurer, and will gain experience as you kill creatures and perform skilled actions.

SHIFT +2		DISCIPLINE +1	PRECISION 0
WEAPON LONGSWORD			
MANOEUVRES		**DICE SET**	**MODIFIER**
HACK		4-2	D6 -2
HEAVY SLASH		6-2	D6 +1
ARMOUR PIECE		**DICE SET**	**MODIFIER**
PADDED TUNIC		5	−1 damage
MAGIC SCROLLS	**DISPEL DOUBLES**	**ORBIT**	**EFFECT MODIFIER**
Scroll of Mental Whip	NONE	PSYCHE	1 attack of 10 damage

Adventurer Levels Table							
Level	Title	Number and Max Level of Manoeuvres	XP to Level Up	Shift Total	Discipline Total	Precision Total	HP Base line
1	Raw	2 - Level 1	100	+2	+1	0	10
2	Novice	2 - Level 1	500	+2	+1	+1	20
3	Apprentice	2 - Level 1	1000	+2	+2	+1	30
4	Skilful	2 - Level 2	2000	+2	+2	+2	40
5	Experienced	2 - Level 2	3000	+3	+3	+2	50
6	Adept	3 - Level 2	5000	+3	+3	+3	60
7	Accomplished	3 - Level 2	10000	+3	+3	+4	70
8	Expert	3 - Level 3	15000	+3	+4	+4	80
9	Professional	3 - Level 3	25000	+4	+4	+4	90
10	Master	3 - Level 3	-	+4	+5	+5	100

For example, if you are a Level 7 Accomplished adventurer, you will have 3 Manoeuvres, +3 Shift, +3 Discipline, +4 Precision, and 5000+ Experience Points.

Levelling Up

You will level up while exploring in-game, representing the fact that your experiences are honing your skills. When this happens, you instantly gain 10 HP and your baseline HP total increases by 10. Your other stats may also increase, based on the Adventurer Levels Table above, and you may gain a Manoeuvre. If you level up during combat with two or more enemies, adjust the stats instantly during the fight, as if a surge of energy passes through you.

Every time you pass a level, you can, if you so desire, swap out **one** of your Manoeuvres for another under your weapons list. Each Manoeuvre has a level rating – if your character's Max Manoeuvre Level does not match this, then they cannot choose that Manoeuvre and must settle for a lower level one.

Capacity

There are no restrictions on the amount of treasure or small items you can carry, but you can only carry up to 10 large or heavy items. These are stored in, or on, your backpack, attached to straps or wherever possible. Large items include all armour not being worn, rocks, heavy metal objects, large tools, and volumes of liquid (which need some form of container). Your backpack does not count, as it is the container.

Apply common sense to this rule. If you think in real life it would be awkward or weigh you down, then it is a heavy item. You may also only carry 5 potions and 3 magic scrolls, each having an individual space on the Character Sheet. If you find a new scroll or potion while at full capacity, you can either drop one or use one to make room for the new scroll or potion. If you decide to drop it, you can go back for it later, but only if you are still on the same level where you dropped it.

Health Points

You have a base of 10 Health Points. For every level you gain, add 10 Health Points to this baseline. You do this the minute you have enough XP, which will be while you are in the dungeon. Additionally, immediately gain 10 HP as a result of levelling up, even if that takes you above your current baseline. This means, for example, if you are level 7, you have a baseline HP of 70. But this is not a cap on how many points you can have, for you can exceed your baseline. Potions of Gain Health, Scrolls of Surging Strength, and some magical objects, can boost you beyond this baseline, whereas Potions of Healing, on the other hand, can only heal you up to your baseline.

Death

If your Health Points are reduced to zero, you fall unconscious. If you are fighting an enemy, and they finish you off, then that is the end of your adventure. If you are reduced to zero, or below, by any other means, such as poison or starvation, you must roll on 'RFUT1' on the Tables Codex, and follow what it says there.

Into the Dungeon

2D6 Dungeon naturally revolves around your adventures in the dungeon, which go from Level 1 to Level 10, and specific level based quests (see more on this later).

Dungeon Ancestry

The ancestry of a dungeon indicates the primary species that occupies it. Often, they are the builders of this underworld, but sometimes they have taken over an abandoned dungeon and are the most commonly-found species in the majority of it. This edition of 2D6 Dungeon deals with a dungeon that has a human ancestry. Human dungeons tend to be more functional than, say, a monster or orc dungeon. As with all dungeon-dwelling creatures, these humans are aggressive, and plot to overthrow Coradine, the world above, and so they will attack any intruders. Although this dungeon has a human ancestry, other creatures will be found below, such as pets or captured beasts, and potentially more powerful beings that the humans worship. Other expansion packs for 2D6 Dungeon will feature different dungeon ancestries. Each level of the dungeon is represented by a specific set of rooms, from which you randomly generate a selection as you explore. The deeper the level, the harder they become, although they may share a number of similar room types.

Level Information

In the Tables Codex, at the beginning of each level, there is a short piece of text describing what may lay ahead. Make sure you read this before you enter the level. This text sometimes also includes new rules which might be specific to that level or be standard ruling from that level onwards. An example of this is Room Sequences from level 6 onwards.

Light

The Human Ancestry Dungeons have ample lighting, so no penalty is applied here. Other types of dungeon ancestry will have additional rules for lighting.

Generating Dungeon Rooms

You stand at the dungeon entrance. Let us enter and be aware that you generate dungeon spaces as you encounter them. Read all the following rules before beginning to create the dungeon.

1. Using a page of dot grid paper (provided at the back of this book as two separate sheets you can stick together) draw a border that will designate the outer edge of the dungeon, known as the Outer Boundary. It needs to be at least 20×20 squares but it is recommended to make it as large as possible – the smaller the dungeon, the fewer the rooms. Each level of the dungeon can be of the same or different size; it is up to you (you can even use a larger sheet if you want to go 'megadungeon'). Write the current level at the top, for this and every level after, counting upwards from 1 – even though you are heading down into the depths.

Level 1

OUTER
BOUNDARY ➡
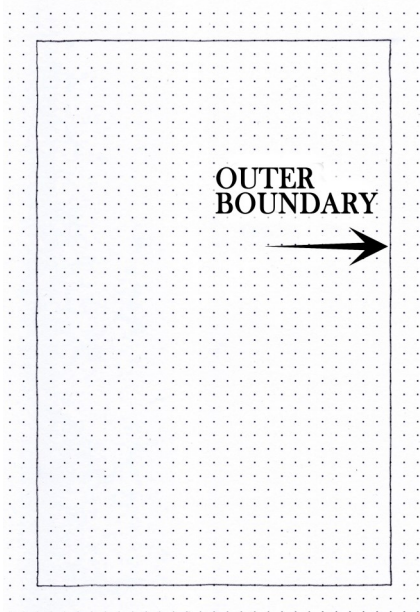
2. Select a square at the base of the grid and draw in the verticals with an opening at the top, connecting the four dots. This is the entrance to the dungeon, known as the Entrance Square.

3. Roll D66 for the room's dimensions. Use the Primary die for the **X-axis** (horizontal) and the Secondary die for the **Y-axis** (vertical), so that the two numbers create a box which represents the room, as can be seen below. Attach the room to the starting square at any point you see fit; it does not have to be centred.

This is the **Entrance Room** and is the only room that has nothing in it, by design. The entrance room is never too small or too large, but is always an area of at least 6 squares and no more than 12 (if you roll under or over this, make it 6). It also has 3 exits, which are all archways. Bear in mind these essential features when reading the rules for generating all other rooms on the dungeon level.

Entrance Room

A roll of 5 and 3 here results in the entrance rooming being reduced to 3 x 2.

Entrance Square
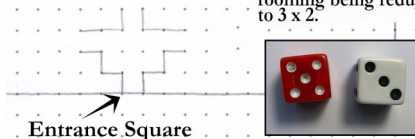
4. If you **roll a double** when rolling for room dimensions, apart from a double 6, roll both dice again. Add the Primary to the X and the Secondary to the Y, expanding out the size of the room. **Do not do this for the entrance room.** This generation element allows for larger rooms. If you roll a second double, it does not mean you roll again – simply add the second roll to the first as described.

4 and 4 rolled and because it is a double roll again. 3 and 2 is rolled making a room with dimensions 7 and 6.

archways. Corridors do not have encounter rolls and are _not_ considered to be small rooms.

This roll has resulted in a 5 by 1 corridor

This roll has resulted in a 1 by 5 corridor
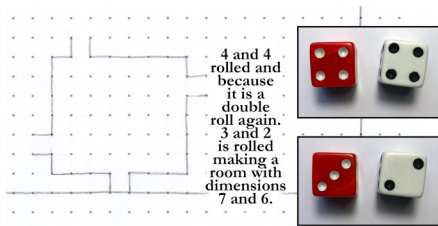
Small rooms: If you roll a 2-3, 3-2, or any combination that results in a room 6 squares or smaller, the room is considered a small room. This can also occur if the room ends up being 6 squares or smaller due to positioning between rooms or up against the Outer Boundary. In this situation, rather than rolling on the 'Level Rooms' table, roll on the 'Small Rooms' table for that level, for example 'L1SR'. These transitional spaces may have some features of larger rooms but, more often than not, are merely junctions. **All exits from small rooms are archways.**
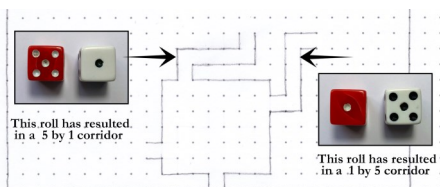
Large rooms: If a double roll results in a room that is 32 squares or larger, the space is considered to be a large room. Rather than rolling on the 'Level Rooms' table, you roll on the 'Level Large Rooms' table, such as 'L1LR'. These larger rooms have different functions, encounters, and exits.

5. Corridors. If you roll a 1 when rolling for room dimensions (not including double 1s), then you have rolled a corridor instead of a room. Apply the same process to X and Y, and you will see that you have a narrow space. Place the corridor any way you feel fits into the dungeon layout, but retain the X and Y orientation. Sometimes, placement of a room will mean that the room butts up against another room or the Outer Boundary, making it 1 square wide. This is also considered to be a corridor. **Roll for number of exits as you would a room. All exits from corridors are**

Place exit squares on corridors as if they were rooms. The open end of a corridor can either be closed off or used as an exit.

6. How rooms are positioned is up to you but there are some basic restrictions. You cannot overlap rooms. When you hit the dungeon level's Outer Boundary, the room stops and the boundary becomes the border of the room. You can butt up to other rooms. Corridors can end at the Outer Boundary, **but exits cannot be placed on the Outer Boundary**.

7. Now that you have a room, the next step is establishing the number of exits. You have come in through the entrance now you need a way out. Roll a D6: on a 1 there are no exits; on a 2–3, add 1 exit; on a 4–5, add 2 exits; on a 6, add 3 exits. There is a variety of types of exits that can appear in the dungeon. Each room listed on the table you rolled on will also indicate the exit type in the Exits column. This will sometimes say "Random", in which case, you roll on the 'Exit Type Table' for the current level and apply the result to all the exits in the room.

Small room six spaces   **Entrance Room**
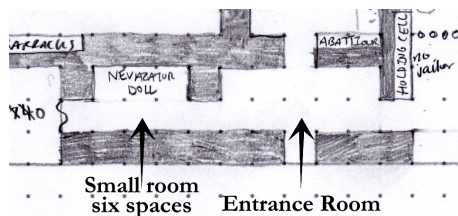
In the meantime, simply draw two short parallel lines on the edges of the square, to indicate the presence of an exit.

8. As long as you keep one exit per wall, you can place them where you like. Optionally, to further randomize the layout, you can roll a D6: on a 1–2, place the first exit on the first wall clockwise from the entrance; on a 3–4, place the first exit on the second wall clockwise from the entrance; on a 5–6, place the first exit on the third wall clockwise from the entrance.
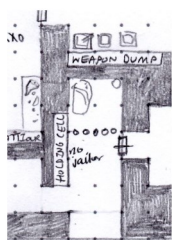
With the Holding Cell here 3 exits were rolled but only one could be placed in the east wall because they came in through the west, so could not place there, the north was blocked by a room and the south was blocked by the Outer Boundary.

Then continue clockwise from there, placing all the exits you rolled.
There are a number of important restrictions on placing exits:

- Each type of exit has a specific icon to use (see pg. 16).

- There is not always an exit; sometimes you will roll a dead end.

- **You cannot place an exit on the wall you entered from; instead, skip past it to the next available wall.**

- You cannot place an exit on the Outer Boundary of the dungeon; instead, skip past it to the next available wall.

- **If an exit would lead to a space 1 square from a wall, do not add it.**

- You cannot place an exit on a wall that already has an exit.

- You can add a maximum of 3 exits (plus the exit you entered from),

meaning a maximum of four ways into and out of rooms.

- If you have any extra exits you cannot place, ignore them.

To clarify: the first room on any level you encounter is the Entrance Room and, for this first room only, automatically place three exits.

9. At each exit, place a single square made of two parallel lines forming a short corridor leading out from the room. This single square at the exit is the **Exit Square**.

10. If there is not enough space on the map to draw the room dimensions, draw the room to fill the available space within the dimensions of the roll.

11. Rooms in the dungeon are either square or rectangle.

12. Occasionally, you will generate a room that extends out in front of another room's exit where no room has been generated. Feel free to connect up these two rooms. It will mean an exit has already been added to the new room when you roll for the number of exits.

13. At no point should you erase any of your drawn dungeon map. Once you have established the room and exit squares, they are permanent.

14. If you are left with spaces that are squeezed between corridors and rooms, and there can clearly be no room there, then you can draw a corridor and connect the spaces. No roll is needed. This reflects that the dungeon has revealed its nature through your exploration as common sense dictates.

15. When you reach the last room on the level, the final room going forward that can be placed in the given space, place a stair icon in the room, with a downward pointing arrow next to it.

Down Stairs ↓▤ ▤↑ Up Stairs

Knowing it's the last room is about understanding your forward momentum. Your path will have led to this last space. You might have left random rooms unexplored, doors you did not open but would have led to dead ends and are therefore blocked on all sides.

More often than not, the last room is the final room on the journey through the level. It is potentially near the top of the page, with usually at least 75% of the dungeon area covered within your Outer Boundary by rooms and corridors. The last room you enter will contain the steps down to the next level. **Spaces that are clearly dead ends do not have to be explored to complete the level**, but the last room may be a dead end so add the stairs here.

The last room is where you go down a level – see "Entrance to the Next Level" on page 18.

While exploring, you can, for clarity if you like, colour in the spaces on the map that have no rooms or corridors – the squares in between – to make the dungeon layout more apparent.

Encounter the New Room

Now you have the shape and exit locations you need to know what's in the room. You do not actually move a pawn around the map, so to speak. Instead, you encounter what's in the space once the room, and its contents, are defined through rolling on the 'Level Rooms' table. As you peer into the room, you see what kind of room it is and what it contains. You also see if there is a creature lurking within, which you must encounter first.

Identifying the Room and Its Contents

Roll a D66 on the table 'Level 1 Rooms - Human Ancestry'. Each level has its own rooms table, and this is the table for Level 1. (If you rolled a small or large room, you would use the room table appropriate to the size.) This will reveal the **Room Type**.

To keep track of the different rooms you encounter, write the Room Type as near to the entrance you came through as you can, putting a box around it as seen in the example here.
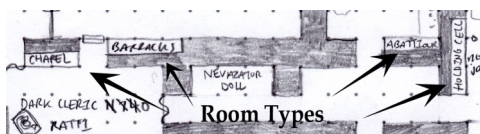
Room Types

Following the Room Type, you will see the Description, Encounter, Exits, and Unique columns, which give additional details about the room.

LEVEL 1 ROOMS - HUMAN ANCESTRY - THE ENTRY - PART 2					
ROLL	ROOM TYPE	DESCRIPTION	ENCOUNTER	EXITS	UNIQUE
⚁⚁	SMALL SHRINE	This room is bare apart from a small stone shrine set into the wall.	Roll on GOT1 to identify the shrine's god. When offerings are correctly applied gain 1 FP.	RANDOM	NO
⚁⚀	ABANDONED GUARD POST	There is a dusty table here upon which sits a dry pewter tankard and an empty bowl	There is something on the rough table. Roll on table TAT1	WOODEN DOORS	NO

The **Description** of the room gives you a short bit of flavour text, and may refer to objects or features you can interact with through Inventive Usage (see pg. 19).

Next is the **Encounter** column. Follow the instructions here, in the order they appear. If there are Creature Encounter tables listed, roll on them and enter combat. Sometimes the Encounter column will mention a specific creature to fight associated with the Room Type. Following this, there may be other tables to roll on that might reveal objects, treasures, events, or quests.

Next is the **Exits** column. If this specifies a type of exit, all of the room's exits are this type. If they are doors, they may be locked (you'll find that out when you leave). If it read "Random", then roll on the 'Exit Type Table' for your current dungeon level and apply this to all exits. Draw in the exits symbols shown below.

Last is the **Unique** column. If the room is labelled "Unique", it means there cannot be another of the same type on this level. If you roll this Room Type again, re-roll.

Special Unique Rooms

Some rooms only appear after a dungeon level has revealed a percentage of its rooms. These are feature rooms of the level in which a boss of the level will be encountered. For example, the Throne Room, on the 'Level 2 Rooms Table', has "60% Yes" in the Unique column. This means that at least 60% (roughly) of the level has to be explored before this room appears. If you roll it before 60%, re-roll.

...ll on RAT1+2.		
RD. The large ...face them.	METAL DOORS	60% YES
You can make a		

If the level has a boss room, and it is not rolled during the level, add it as the last room. If there is more than one Special Unique Room available for the level, at least one must be encountered on the level (but not all). If left until the last room, randomly determine which one is selected. **The last room can be a large room.**

Checking Doors

When you are ready to leave a room through a door you haven't used before, you will first need to check if it is locked. Ordinary wooden doors are rarely locked but metal and reinforced doors are more likely to be, as they have been reinforced for a reason. Roll a D6:

Roll	Lock Result
6	All types of doors are locked.
5–6	Reinforced doors are locked
4–6	Metal doors are locked.

If the door is locked, write an "L" next to the door icon. Once it is open, cross through the "L" or rub it out. This check is only for the door you are trying to open.

Doorway Symbols

Archway • Wooden door • Metal Door • Reinforced Door • Curtain • Portcullis • Stone Slab
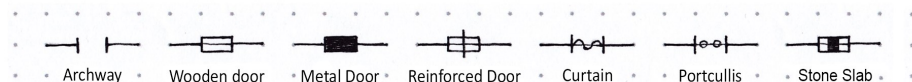
Locks and Lock Picks

If you come up against a locked door or box, and you have a set of lock picks, you can try and pick the lock. Roll 2D6 for the quality of the lock, and write this number on the map next to the door or box.

Locked Door
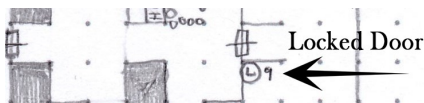
Some locks on chests or cells have a modifier next to them, such as "Lock −2". This number is applied to the lock quality roll. To pick this lock, you will need to roll higher than or equal to this number on 2D6, applying your Precision modifier. You only get one roll per lock.

You don't start with a set of lock picks, but they can be found in the dungeon, with a modifier to indicate the quality and a number in brackets to indicate the quantity. For example, if you find "lock pick +2 (3)", you can add +2 to three lock pick rolls. Keep track of the rolls by reducing the number after each use.

If you fail to pick the lock, then it has been damaged and you must wait for an enemy to come through the door before you can proceed in that direction. You may, of course, choose to follow another path. If you wait, you must face an enemy in combat. To establish who you will fight, roll on the 'Patrol Table' for the level. If it is a mindless creature that comes through, it has smashed the door. Once they have been dealt with, the door is open or you grab the key and open it (keys are not universal in the dungeon and only work for that one door).

Every time you wait for someone to open a door, you must use a ration, but you gain 2 HP per Adventurer Level. If you have no rations, or choose not to use it, it's −2 HP per Adventurer Level.

Portcullises

Portcullises are always down when encountered, unless the text states otherwise. A lever must be found to open them. Sometimes these are concealed or on the other side of the portcullis. Roll on 'Portcullis Lever Table 1'. If you have to face an enemy, roll on the 'Patrol Table' for that dungeon level. Once they have been dealt with, you see that the portcullis has been left up. All portcullises in the room are opened when a lever is pulled.

Stone Slabs

From Level 3 onwards, you might encounter stone slabs designed to block doorways rather than serve as doors. Stone slabs have no locks, so they cannot be opened with lock picks. In fact, they don't open like doors at all, but may be precariously balanced. Roll a D6 and add your Discipline: on a 6 or more, you are able to tip the slab over and clear the way forward. These stones can also be destroyed with one hit from a powerful magical scroll that causes 20 damage or more. These include: Fireball, Lightning Strike, and Sunder. The Potion of Phasing also works against stone slabs, but the Gloves of Knocking do not. **You cannot wait for patrols to open stone slabs.**

Magical Barriers

At deeper levels of the dungeon, you will encounter magical barriers blocking doorways. These have very specific qualities that the relevant tables will explain how to encounter.

Tracking Back

You may find a situation where you have to, or choose to, go back the way you came. You can return to any old rooms, where there will no doubt be the dead bodies of the enemies you have already slain. You will encounter no more creatures in these rooms and can travel freely along the route, but only on the same level. **You cannot go up levels or use backtracking as a means of leaving the dungeon.** Any new rooms you enter must be encountered as normal. **You cannot backtrack if you have re-entered a level; you must push forward.**

Secret Doors

If you reach a point where you can go no further, and less than 50% of the level generated, do not add the stairs down. Instead, select the room with the most empty space around it and add a wooden door exit, label it with an "s" and generate the new room as normal. You cannot use a secret door to backtrack to previous rooms – the door itself is one way only.

The Next Level

When you go down a dungeon level, such as from Level 1 to Level 2, there are a number of things to consider.

Using Rations

Between levels, you must stop on the stairs to eat a ration and build your strength for the fight ahead. **If you have no rations, or choose not to eat, you feel drained and lose half your current Health, up to 20 HP. Rations do not count as large items and have their own section on the Character Sheet.**

Resting on the Stairs

While resting on the stairs, and only if you eat rations, you recover some Health Points as you are able to recuperate. Gain 2 HP per Adventurer **L**evel. If you have a cloth or bandage, gain an additional 2 HP. You cannot gain HP beyond your baseline by resting on the stairs.

Entrance to the Next Level

You will naturally enter the next level by the stairs you came down. Draw the stairs in the middle of an Outer Boundary and then an exit square. Then roll for the entrance room as you did for level 1 (no double rolls apply to this room's size). There are no Encounters in this first room and there are three archway exits.
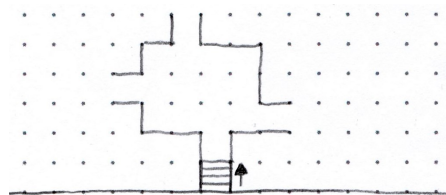
Now explore the level using the next Level Tables.

Room Creation Quick Reference

1. Roll a D66 for room size (X,Y).
2. Roll for number of doors.
3. (Optional) Roll for door placement.
4. Roll for Room Type on corresponding Level Rooms Table.
5. Set up Room Exits based on table.
6. Encounter Creature first (if present).
7. Engage with Room Encounter.

Inventive Usage

While you explore the dungeon, you will read text that describes rooms and encounters. At times, this will include objects or features which theoretically can be interacted with – for example, a plate on a table, or a fireplace. Even though the text does not prompt interaction, you can act if you wish. This is called **Inventive Usage** and is an imaginative form of roleplay that allows you freedom to improvise. However, there are some guidelines that should be followed, as outlined below.

Imagination Mixed with Common Sense

Having the idea in the first place is the initial step, but this should also be tempered by common sense. For example, you find a pillow and you decide through Inventive Usage that you want to strip the material to serve as a bandage. This is fine, but it will not give you an unlimited supply, nor will it even make ten. In reality, it could potentially make you two bandages, especially when you have to rip it apart in a haphazard manner.

Enemy Corpses

When you defeat an enemy, you cannot take their armour or weapons, because the fight has either caused damage, the armour is of poor quality, or it does not fit you. You are also dedicated to your own weapon, which you have trained with for years. You can, if you wish, remove organs, or syphon blood if you have a container and if you are keen to be able to sacrifice to Murataynie. If you do so, you acquire the **Bloodied** Status and tick the first box on the Bloodied Bar (see pg. 31).

Making Sound

If the Inventive Usage action you choose to use is likely to make noise – for example, breaking shackles, or chopping some wood – then you must make an **Alarm Check** to see if you attract a patrol. Roll 2D6 and add your Discipline. If the total is 8 or higher, you have not been found out; roll under 8, and you must face an enemy who bursts into the space and attacks. Roll on the 'Level Patrol Table'. Because you were distracted, you do not get initiative, so they attack first. The same rule applies to dragging items form other room such as tables.

Containers

There are a number of reasons why collecting items during the adventure can be advantageous. They can help you solve puzzles, fix things, make medicine and bandages, or serve as offerings to the gods. If you do collect an item that is fragile, loose, or small, you will need a container, or it will dissipate, spill, or become damaged in your pack. For example, a liquid will need a bottle, flask, or vial, while a powder needs a pouch or box.

You will also need separate containers for different types of objects. For example, you cannot mix ash and Malako Leaves, or coal and twine. This is especially true for items that might contaminate each other, or are sharp and soft. If you don't have a container, you can hold it in your hands while in the room where you found it, but you cannot take it beyond because you need to keep alert in case you are attacked.

Herbal Remedies Table	
Medicine	Required Herbs, Items and Effect
Chewed Malako	Malako Leaves – chewed. Heals 1 HP.
Healing Balm	Crushed Ilios Petals and Malako Leaves – applied to wound. Heals 10 HP. Can be used once per room.
Medicated Bandage	Cut Dankoma Stems and Scarlet Orievatus – added to bandage and applied to wound. Requires cloth. Heals 20 HP. Can be used once per room.
Health Paste	Crushed Scarlet Orievatus, Ilios Petals, and Zoumerous Leaves. Requires a solid container. Makes 3 doses, no need to roll. Each heals 10 HP per dose. Can be used once per room.
Soothing Oil	Squeezed Kathoto Spines and crushed Zoumerous Leaves. Requires a container that can hold liquid. Heals all fresh damage caused by fire in the last two rooms you were in.
Drying Powder	Crushed Dankoma Stems and Ilios Petals – creates a light powder that absorbs water quickly. Requires a container. Removes Soaked status.
Sterilising Powder	Crushed Dankoma Stems and Scarlet Orievatus – creates a dense powder that cleans off blood. Requires a container. Removes Bloodied status.

Fires

You cannot simply light fires in a dungeon. There must be a firepit, campfire, hob, fireplace, or something that can contain the fire. You do start with a flint and steel, so you can light fires in these locations unless the text describes them as being bare. You can also naturally use fires to dry off and remove the Soaked status.

Offerings to the Gods

During your adventure you might find a specific feature, such as a shrine, fountain, or monument, dedicated to a god. Here you can gain a **Favour Point** (FP). In general, you are prompted in the text when you can offer an item (see the god's Information Card for the specific items that can gain you favour). **You may do this once per dedicated feature.** For example, you might place the item on a ledge, or in the water of a fountain. When you do this, you gain a Favour Point for that god; add this to your Character Sheet, ticking the correct box next to that specific god. On each such occasion, cross the item off your inventory. Some items grant you 2 or 3 Favour Points.

Herbal Remedies

Part of your training was basic Herbalism and consequently you know some useful remedies. You can find a range of herbs in the dungeon that are used by the resident medics. These are: **Kathoto Spines**, **Dankoma Stems**, **Ilios Petals**, **Malako Leaves**, **Scarlet Orievatus**, and **Zoumerous Leaves**. You can also refer to the Herb Cards at the back of the rules.

These six herbs can be made into seven types of **Herbal Remedies** you have learnt as part of your preparation for the adventure. This is done through Inventive Usage. If you have the right combination of herbs, you can immediately make D3 doses of that herbal remedy and add the medicine to your item list. All the herbs are used up through this process.

Every time you make a herbal remedy, apart from Chewed Malako, you gain 5 XP per Adventurer Level (for example, if you are Level 3, you gain 15 XP).

Precision Checks

There will be times when you'll be prompted by the text to make a **Precision Check**, to which you'll add your Precision modifier. Each individual Precision Check has a number that you must roll over on 2D6, and a number in brackets indicating how many rolls you have before the task becomes impossible. For example, the text may read "to replace the idol PC8(1)." You roll an 8 on 2D6 and adds the adventurer's +1 Precision for a total of 9. They pass the check and replace the valuable idol with the bag of grain without tripping the trap. Failing the check can sometimes have consequences, as outlined in the text.

Fixing Things

Sometimes, the situation you find yourself in might mean you can fix something through Inventive Usage. This could be a piece of armour, a lever, or some other damaged item. **If you have the necessary resources to fix the item, then there is no need for a check, and you gain 10 XP per Adventurer Level. This could be in addition to XP rewards listed in the relevant table.**

Making Up Rations

While exploring the dungeon you will find individual foods which, on their own, are not enough to make up a full ration. If you find three types of food, you can combine them to make one ration through Inventive Usage. For example, if you find a mushroom, pumpkin seeds and a potato or a turnip, sunflower seeds, and dried meat, they can be combined to make 1 ration.

Meat

Some animals you kill, such as dogs, insects, and snakes, can be butchered for meat. This does not include humans or fungal creatures – **cannibalism reduces Shift to zero, so it is not advised**. If you decide to butcher an animal, you gain the Bloodied status and enough meat for one meal, though this meat must be cooked first. While carrying uncooked meat, the Bloodied status cannot be removed. The meat can be dropped at any time. To cook the meat, a burner or fire is needed. While cooking, there is a chance a patrol will come along. Roll a D6: on a 1–2, a patrol smells the food and appears; roll on the 'Level Patrol' table. Once cooked, the warm meat can be eaten immediately for 3 HP, or kept for later as 1 normal ration.

Narrative Moments

There is a section on the Character Sheet to record Narrative Moments. These are anything that punctuates your adventure – stories that enrich your experience and enliven the adventurer's quest to become a legend. You might record great fights, completed tasks or clever Inventive Usage. This section can be read back with pride as you reflect upon the story of your adventurer's exploits through the dungeon.

Combat

When in the dungeon, you will have to fight any creatures you encounter, whether prompted or not. **You cannot flee from combat.** All those who live in the dungeon are your enemy and see you in the same light, even animals. There are exceptions, but these are clearly outlined in the text when encountered.

2D6 Dungeon uses three main mechanisms in combat, which are: **Manoeuvres**, **Shift Points**, and **Interrupt Stats**. What follows is an overview. At the rear of the book is a useful Combat Crib Sheet for quick reference. There are also the Combat Reference Cards to print and use during combat.

Manoeuvres

You, and every other creature, have specific manoeuvres. Each manoeuvre has its own unique 2-dice combination, such as 3 & 4. If this combination is rolled during combat, then that manoeuvre has been executed successfully.

⚀⚁ - STAB = D6 -2 damage	
⚁⚀ - CARVING BLOW = D6 -1 damage	
⚁⚁ - BITING STROKE = D6 damage	

Shift Points

You, and every other creature, have a limited number of Shift Points, which can be used to turn a rolled die to another result. Using 1 Shift Point allows you to shift a die result 1 number higher or 1 number lower; such as shifting a 3 to a 2 or 4. You can use all your Shift Points for each attack, and you can distribute them across both dice in that round. You do not have to use all your Shift Points, but you

cannot carry them over if you do not use them all in a round.

Interrupt Stat

Most enemies have an Interrupt Stat. This represents some aspect of their physical makeup or magical energy that can be used to interrupt your attack. Perhaps it is some defensive element, unusual trait, or magical ability. The Interrupt Box on the Creature Card includes the type of Interrupt, one or more Primary or Secondary die results, and a damage modifier to be deducted from the damage done to the enemy.

INTERRUPT	Deflect on Secondary 1s -2 damage
damage	Distract on Secondary 6s - 1 damage

If, after any dice shifts that are needed, either the Primary or Secondary die of your successful attack manoeuvre matches the creature's Interrupt Stat, then that creature has successfully interrupted your attack, as described on their Creature Card. If you cause any damage that round, you will have to reduce the total by the indicated amount. **A creature can only use one Interrupt per round, even if both match.**

The effect of an Interrupt can have a range of special effects, so observe the text, but it will generally reduce any damage for that attack round. For example: "Engages Grapple on Primary 1s −2 damage" means that the creature engages a grapple action whenever the Primary die of your successful attack roll is a 1, thereby reducing the damage it takes by 2 points. Attack manoeuvres that use a Primary 1 are often more powerful, so this Interrupt represents that the creature has seen a big swing coming and disrupted it by lunging in for a grapple.

Combat Sequence

When a creature is generated in your current room, you will need to resolve a combat encounter. The nature of these dungeons makes any creature you meet hostile toward you. As the adventurer, you are intruding in their realm, but, having entered their space unexpectedly, you gain the initiative to roll first (Alarm checks being the exception).

Roll a D66 and compare the numbers to your Manoeuvres. If both dice match a Manoeuvre, you have performed it and hit the creature. Achieving this without shifting the dice is known as an **Exact Strike**. As a demonstration of your prowess and skill, it does more damage; you may add your Shift Points to the damage total, including Fatigue Die Shift Adjustments, if in play (see the next page). Creatures cannot do this; an Exact Strike represents the adventurer's weapon expertise.

A roll of 2 and 3 matches your Twisting Stab manoeuvre and without the need to shift the die it is an Exact Strike.

⚁⚂ - TWISTING STAB = 2d6 +4 damage

Roll for damage using the damage sum listed after that specific Manoeuvre.

Sometimes you will not do any damage, which represents that you have glanced off their armour or perhaps luck was not on your side. **However, a 6 on a damage die will always do at least 1 point of damage, no matter the damage sum result.** Deduct any damage from the creature's health. If their health reaches zero, they are dead. If not, the creature now has an attack round. Follow the same procedure for the creature. Keep going until you or the creature dies.

Shifting the Dice

If you roll a combination that does not match one of your Manoeuvres, you may use your Shift Points to turn the dice up or down to create a match. For example, if you rolled a 3 & 2, but you need a 4 & 2 to perform a BASH Manoeuvre, you could use one Shift Point to turn the Primary die to 4. You can think of it as if, at last moment, as you swung your weapon, you turned your arm or shifted your weight to improve the attack. You have a limited number of Shift Points, which can be used in each combat round. The Fatigue Die can affect your total Shift Points (see the next page).

Shifting Restrictions

You **cannot** shift the dice from 1 to 6 or from 6 to 1. The order must remain sequential, so you cannot skip numbers. This means that Manoeuvres with a 1 or 6 in their 2-dice combinations are harder to shift to, whereas shifting to Manoeuvres with a 3 or 4 is easier.

You cannot shift from a 1 to 6 but can shift from 1 to 2.
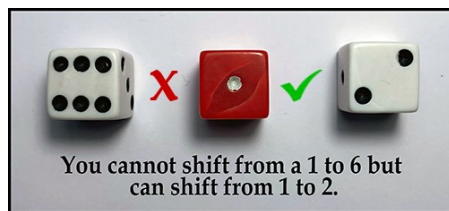
Shifting Dice for Monsters

When you roll for a creature's attack, you need to use the creature's Shift Points as effectively as possible. If shifting the creature's dice would allow them to execute a Manoeuvre, then you must proceed with it and then roll for the damage that you take. If there are two options, choose the more powerful one.

Missing

If you or the creature cannot execute a Manoeuvre, either exactly or with Shift Points, then the attack is a miss. Perhaps you swung too clumsily, or maybe you stumbled as you thrust with your sword. Proceed to the opponent's attack.

The Fatigue Die

When you begin the round of combat, place a die to one side, or on the 'Combat Fatigue and Shift Adjustment Platform' card, set with the 1 face up. This is the **Fatigue Die** and acts as a kind of timer. Every time you finish a round, turn the Fatigue Die up by one number (1 to 2, then 2 to 3, and so on). When the Fatigue Die reaches 4, you and the enemy gain +1 to your current Shift Point total. When the die reaches 5, you and the enemy gain +2 Shift. When the die reaches 6, you and the enemy gain +3 Shift, at which point, all combatants remain at +3 Shift until the
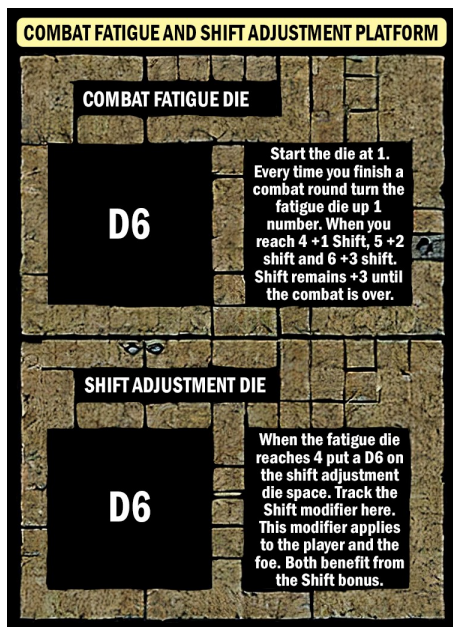
combat is over. The Fatigue Die represents your adventurer and the enemies becoming tired as they fight, and leaving themselves open to attacks and easier to hit.

Mishap and Prime Attack Rolls

When a creature rolls a double 1 for their attack roll, this is called a **Mishap Attack**. When a creature rolls a double 6 for their attack roll, this is called a **Prime Attack**. In either situation, follow what it says on the bottom of their Creature Card. This is the one attack they do this turn.

⚀⚀ MISHAP ATTACK ROLL	⚅⚅ PRIME ATTACK ROLL
The creature seems to lose some of its swell and shrinks for a moment. It misses a round of combat.	Suddenly the bloater swells the pressure shooting out a shower of spores. Lose D3 HP.

If you roll a double 1 on your attack roll, you always miss. If you roll a double 6 for your attack roll, you have performed a Prime Attack. Select any one of your Manoeuvres to perform exactly; **add your total Shift (including Shift from the Fatigue Die) to the damage, and it cannot be affected by Interrupts.** You cannot shift to a Prime Attack, it must always be a natural roll.

Armour Deflection

If you are hit in combat as a result of your foe performing a successful Manoeuvre, there is a chance your armour may deflect some of the damage. If your armour's Dice Set can be matched with the creature's successful attack Manoeuvre (after shifting the dice), then you have successfully deflected some of the force of that attack. (See "Armour Dice Sets" on the next page for details on matching.) If you take any damage that round, reduce the total by the amount you copied onto your Character

Sheet from the 'Armour Table'.
For example, if a Veteran successfully performs their CRUSHING BLOW Manoeuvre, the attack dice will read 6 & 3.

NAME	VETERAN	L1 🅷
HP 10	XP 30	SH +1

TREASURE	Roll on PT1 +1

and an extra D6 GC

INTERRUPT	Parry on Primary 3s and 4s -2

damage | Armour deflection on Secondary

5s and 6s -1 damage

MANOEUVRES

⚅⚂ - CRUSHING BLOW = D6 -1 damage

⚀⚂ - THRUST = D6 -3 damage

A strong and experienced old fighter, who used to be a soldier, and knows how to handle themselves. They appear grizzled and slow but can parry efficiently. They sneer as they attack.

⚀⚀ MISHAP ATTACK ROLL	⚅⚅ PRIME ATTACK ROLL
The old veteran stumbles and falls. Gain 2 extra hits as he tries to rise.	Out of nowhere the veteran twists and performs a successful CRUSHING BLOW.

You are wearing a padded tunic, which has a Dice Set of 5, so it does not deflect any damage, but you are also holding a banded shield, which has a Dice Set of 6 & 5.

BANDED SHIELD	⚅⚄	-2 Damage	45gc

Because the banded shield's Primary 6 matches CRUSHING BLOW's Primary 6, the shield deflects some of the damage. Let's say the Veteran rolls a 6 for damage. CRUSHING BLOW does D6 −1 damage, which means you would normally take 5 points of damage, but thanks to your banded shield's −2 damage, you take only 3 damage instead.

You can only deflect damage off one piece of armour once per attack. So, if two pieces of armour match the successful attack Manoeuvre, select the piece of armour you would prefer to use. This would more than likely be the one that deducts the most damage. This system is very similar to the creature's Interrupt Stat.

Armour Dice Sets

Every piece of armour has a Dice Set associated with it, which can be found on the 'Armour Table'. Dice sets are composed of one to four dice, and correspond to the Primary and Secondary dice in an enemy's Manoeuvres. A single die corresponds to a Primary attack die and a 2-dice set corresponds to a Primary and Secondary die.

Examples of What Armour Blocks	
Armour Dice Set	What it blocks
Jerkin ⚃	Primary 4s
Steel Buckler ⚃ ⚀	Primary 4s and Secondary 1s
Scale Jacket ⚄ ⚃ + ⚁	Primary 5s and 2s and Secondary 4s
Full Plate ⚄ ⚃ + ⚄ ⚁	Primary 5s and 3s and Secondary 4s and 2s

By selecting the right combinations of armour, you can effectively protect yourself against many types of attack. **Armour cannot deflect damage from Prime Attacks, even if the Primary or Secondary die on the armour is a 6.**

Combat Round 7 Onwards

From combat round 7 onwards, creature Interrupt Stats that involve movement, or moving an item, no longer count. The creature has become drained and cannot perform these Interrupt actions; ignore the relevant stat on the Creature Card. Armour-based Interrupts are not affected.

Multiple Creatures

Sometimes, there will be more than one opponent to fight in a room. In such a situation, you attack first and then the creatures take their attacks in turn. There is naturally a higher chance of being hit and the rounds take longer, so you decide the order of the enemies' attacks. Your armour can deflect damage from all attacks, and Fatigue Die adjustments apply to all combatants.
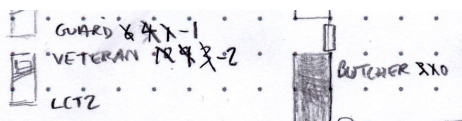
Keep track of the enemies' HP by making notes on the map or a piece of paper, though making the notes on the map can also help track your narrative.

Throwing Weapons

You can throw one throwing weapon at the start of a combat. This does not replace an attack. You still attack first. Throwing weapons always hit successfully, but they may not always cause damage. Roll a D66. If the Primary die matches the creature's Primary Interrupt Stat or the Secondary die matches the creature's Secondary Interrupt Stat, subtract that Interrupt modifier from the damage done. If both the Primary and Secondary dice match, subtract both interrupt modifiers from the damage done.

Throwing axes do **6 damage**, throwing knives do **4 damage**, and throwing darts do **2 damage** (before modifiers). Only weapons described as "throwing weapons" can be thrown because they are specially designed and weighted.

Some throwing weapons include a modifier (such as +1), which adjusts the
26
damage done and reflects the weapons quality.

Recovering Throwing Weapons

You can try to recover your throwing weapon after the fight, but it may have broken or become lost. If the throwing weapon was deflected by an Interrupt, it is lost automatically. If you threw a weapon without it being deflected, and survived the combat, then roll a D6: on a 1–3, it is lost; on a 4–6, you have recovered it and put it back in your pack. Throwing axes are considered to be heavy items. Throwing axes and knives can have runes.

Fearful Momentum

If you are fighting multiple creatures, and kill a creature in the first round of combat, you gain momentum that strikes fear into your next opponent. **For combat round 2 only you gain +2 Shift**, as your sudden, wild frenzy makes the surviving enemy cower or hesitate.

Winning the Combat

If you defeat your enemy, check their Creature Card to see if they are carrying any loot, then roll on any table listed. Foes are always dealt with first when entering a room, so, once combat is resolved, you can encounter the area. Make a note on the map of the enemy you fought and add their XP to your Experience Points total on your Character Sheet.

Too Powerful

If your armour completely cancels out the foes attack damage, so that your enemy cannot harm you, then there is no need to roll for combat. You are too powerful for them and you instantly kill them.

Potion Bombs

You will gather items throughout your journey, and many of these can be used to create **potion bombs**, which are projectiles that can be thrown during your round in combat, before your opponent attacks. There is no penalty for throwing a potion bomb, so you are not prevented from attacking or quaffing a normal potion in the same round. Potion bombs are released quickly, in close combat, having been readied ahead of time and kept in a reachable location.

Potion bombs can only be prepared outside of combat. Preparation will require an empty potion bottle or phial. These have a stopper or lid, can hold liquid, and can either be found in the dungeon, or kept after using up a potion. With Inventive Usage, you add the correct ingredients to the container and then use your wax kit to seal the concoction. You carve a magical rune into the wax to trigger the magic that pressurises the potion bomb so it is ready to explode when thrown.

The ingredients are listed below for the various potion bomb formulas, as taught to you by the Zeegor Priests in preparation of ridding the region of the subterranean scourge. Once primed, a Potion Bomb is stored in a potion slot in your pack; this counts towards the 5-potion limit.

Empty potion bottles, phials, and vials can be stored in your backpack, and do not take up slots in your potion quota, for they are less fragile, and lighter.

You cannot dismantle or sell potion bombs, they are too volatile once assembled.

Potion Bombs		
Type	Ingredients	Effect
Smoke Screen	1) water 2) spores, fungi, or mushrooms 3) ash 4) Ilios Petals	Smoke erupts on impact! The enemy cannot use movement-based Interrupts in the same round the Smoke Screen is used.
Flash Phial	1) water 2) coal or charcoal 3) a feather 4) Dankoma Stems	A bright flash of light! The enemy is blinded and cannot attack in the same round the Flash Phial is used.
Dark Shell	1) water 2) charcoal 3) ink or writing on parchment 4) crushed insect 5) Scarlet Orievatus	A black void erupts on impact, and absorbs lifeforce as it shrinks away. The target loses 5 HP per level of dungeon.
Shrapnel Burst	1) water 2) teeth or fangs 3) splinters of wood 4) thread 5) Zoumerous Leaves	On impact, shrapnel explodes at the enemy, causing 2D6 +4 damage.
Flame Jar	1) water 2) coal or charcoal 3) patch of hemp 4) crushed bone 5) Kathoto Spines	On impact, flames burst out and engulf the enemy for 3D6 +5 damage.

Treasure and Experience

Once a creature has been killed, either through magic or combat, you gain the **Experience Points** (XP) listed on the Creature Card. If the creature was carrying **treasure**, roll on the listed treasure table and add the result to your stored loot. You may then encounter the rest of the room. Note that not every creature has treasure.

NAME	JAILOR	L1 Ⓗ
HP 6	**XP** 10 **SH** +1	
TREASURE	Roll on PT1 +1	

Creature Cards

Each creature has a **Creature Card**. At the top is the creature's **Name**, **Level** and **Type Symbol** (see below).

Next is **HP**, which must be reduced to zero to kill the creature, then the amount of **XP** earned when you kill the creature, and their **Shift Points** (SH), which are used to adjust their attack roll. **Treasure** lists any tables to roll on for loot after defeating the creature.

The **Interrupt** box details how the creature can interrupt your attacks if you roll a match on the corresponding Primary or Secondary die.

Manoeuvres outlines what attacks the creature can perform, followed by a short description of the creature.

Creature Type Symbols			
A	Animal	M	Monster
F	Fungi	P	Plant
H	Humanoid	U	Undead
I	Insect/Arachnid		

NAME	APOTHECARY		L1 Ⓗ
HP 12	**XP** 35	**SH** +1	
TREASURE	Roll on POT1		

INTERRUPT Blinding Smoke on Primary 1s and 4s -2 damage | Glowing Shield on Secondary 2s -2 damage

MANOEUVRES

⚁⚁ - FIRE BOMB = D6 -2 damage

⚁⚁ - GAS CLOUD = D6 -2 + special - you may not attack next turn

The apothecary wears breaches and a leather tunic which they open to reveal a collection of vials. Pulling one free they throw it at you as they attack.

⚀⚀ MISHAP ATTACK ROLL	⚅⚅ PRIME ATTACK ROLL
One of the vials smashes at your feet but nothing happens. You gain an extra attack.	They retrieve a larger bottle and throw it. Flames burst up around you. Lose D6 HP.

Last up are the **Mishap and Prime Attack Rolls**, which activate on double 1s or 6s, respectively. This section includes a short description of what happens on either result.

Some creatures also have **Special Attacks**, the effects of which can stack on consecutive rolls. These are unique to the creature and described on the card

One Level Lairs

The main aim of 2D6 Dungeon is to complete the 10 levels of the main dungeon and become a legend, but there are additional one-off lairs that can also be completed. Each has a level associated with it, but **will not** award the adventurer a tick on their legendary status bar. These one level lairs have their own room tables and ancestry and are available in the Lairs Expansion.

Magic

There are three clearly-defined magical actions in 2D6 Dungeon: using magical scrolls, using magical potions, and calling for the favour of the gods.

Using Magic Scrolls

Scrolls can be cast at the very start of combat, or outside of combat, but never during.

The way you encounter rooms in 2D6 Dungeon means you almost always have the initiative in combat to act first and cast a spell from a scroll, but doing so means that the creature attacks first, whereas, if you do not cast a spell from a scroll, you attack first.

Once the scroll is read, even if it fails, it crumbles to the ground and the energy is spent; cross the scroll off your Character Sheet. Reading the arcane language on the scroll summons the specific energy to cast the spell but controlling this is an altogether different proposition.

To cast, roll a D66. If you roll a double, you have locked in the power and carried out the scroll's effect successfully;

otherwise the spell fails. You can use your Discipline modifier to shift the dice to a double, following the same process used with attack Manoeuvres.

Some more complex scrolls have one or more **Dispel Doubles** listed. The spell also fails if this Dispel Double is rolled, representing that the power brought forth

TANT	PRIMORDIAL	⚁⚁	20gc	-1	CAU DAM
OMBAT	PRIMORDIAL	⚀⚀	12gc	NONE	+3 D FOR
OMBAT	FACULTY	⚁⚁	10gc	-1	+2 S FOR

by this scroll is harder to control.
If you fail to cast the spell, then there may be complications: roll on the 'Failed to Cast Correctly Table'. Some scrolls have a Fail modifier which is deducted or added to the Failed to Cast Correctly roll.

If you roll a double 6 and the spell does damage, double the damage. If you roll a double 1 and the spell does damage, halve it, rounded up.

Whenever you cast, or attempt to cast, a magic scroll you gain 5 XP per Adventurer Level.

Using Magic Potions

Your knowledge of potions is advanced, having received training from the Zeegor Priests, allowing you to identify those that you find by sight and smell. Potions do not bring forth magical energy; rather, their magic property is chemically present in the liquid. They can be used at any point in the adventure, even during combat. If used in combat, you miss your attack to quaff the liquid, after which the enemy gets to attack again, but you can still use your armour for both attacks. **You can only drink one potion per combat.**

The Power of the Gods

The Subterranean Gods are not evil or good, but are loyal to their elemental substance, meaning the favours they bestow on their followers may be used for all manner of purposes.

You can call upon the power of a god at any time as long as you have their favour. Favour means you have at least 1 Favour Point (FP) box ticked next to the god's name in the Favour of the Gods section of your Character Sheet. You can earn Favour Points at particular times during the game; when this happens, tick off a box next to the appropriate god.

Calling for Favour

You may call for a favour from the gods at any time. You might thrust your arms up high or whisper under your breath for their assistance, often driven by peril or desperation to call for the favour of the gods at a particular time in your adventure.

As mentioned earlier, as long as you have one Favour Point with a god, you may call for their favour with a D6 **Favour Roll**. If you roll **equal to or below** the total FP you have with that god, you have gained their favour and are gifted one reward. This reward will assist your adventurer in a difficult situation.

There are some items that grant you −1 to your Favour Roll, which means it is possible to roll below 1. When you roll below 1, the god appears and grants a **gift in addition to the favour**, which is detailed on the specific God Card.

A favour may be one of the following:

- Heal all HP to your baseline.
- Explode an enemy of a level equal to or below yours.
- Gain 1 Discipline or Precision for 1 dungeon level.
- Acquire an object needed for a task.
- Find a working lever to open all portcullises in the room.
- Fix an item even without the needed parts.
- Remove the Bloodied and/or Soaked status.
- +3 on your next loot roll.
- +3 Shift on your next attack roll.

Calling for favour happens instantly and, if used in combat, does not take up your round. Some rare items offer permanent favour. When this happens, as long as you have the object on your person, you can permanently fill in one of the Favour boxes next to the specific god, rather than a tick, indicating a permanent favour.

GRAKADA the Core	
FAVOURED ITEMS	
	STONE/ROCK
	EARTH
	SAND
	COAL
	FORGED METAL +1
	DIAMOND +2

FOCUS: GRAKADA IS OF THE EARTH AND THE ROCKS. SHE EXISTS IN THE SOIL DRAWING UPON THE ELEMENTS.

If you roll below 1 when calling for the favour of the god they appear and grant a gift as well as the favour.

Appears as an old woman wearing a heavily textured shawl, upon which are clumps of mud. Her face is cracked and rough like twisted lava. HER GIFT: She enchants one piece of armour. Roll on ENAT1.

You may only call upon the favour of a god once per level unless an item you possess allows otherwise. Items that do so are rare. You may also only use a god-dedicated space on the map once and only to gain 1 Favour Point. **When you unsuccessfully call for favour you retain your Favour Points**, but when you successfully call for favour from a god, remove all of the ticks next to that specific god on your Character Sheet.

Special Favoured Items

All gods have special favoured items. If one of these special items is offered to a god, you gain the additional Favour Points indicated on the God Card next to the item. For example, Grakada prefers forged metal and diamonds. If you offer a diamond to her (quality does not matter) you will gain 3 FP: the 1 FP you gain for the offering, plus 2 additional FP for the special favoured item.

Additional Rules
Bloodied or Soaked

You can experience two in-game conditions, called **Bloodied** and **Soaked**. There are a number of ways to become Bloodied or Soaked. You will be alerted in the text or through Inventive Usage. When you leave the dungeon the Bloodied and Soaked conditions are removed, as you will have rested and washed before returning.

Bloodied

You can become bloodied for a number of reasons, as explained in the game text when you do. You can also become Bloodied through Inventive Usage by removing organs or blood, becoming covered in blood to the point where it is hard to simply rub off and must be removed with water. You can do this automatically if water is present in the room. Until then, you must tick boxes on the Bloodied track on your Character Sheet, one for each room thereafter that you encounter before cleaning. While Bloodied, you run the risk of becoming infected and gaining a fever. After encountering 8 rooms while Bloodied, you gain a fever and lose 1 HP for every additional room you encounter until you are cleaned. Once washed, remove all the ticks on the Bloodied track and carry on.

Soaked

Being Soaked works the same as being Bloodied, except you must dry yourself by a fire or heat source to remove the condition. After 8 rooms, instead of a fever, you gain pneumonia and lose 1 HP for every room you encounter until you are dried. Once dried off, remove all the ticks on the Soaked track and carry on.

Lower Levels

The deeper you go into the dungeon. the tougher the creatures become. They will have additional Manoeuvres and more Shift Points, according to their level (in the top right corner of their Creature Card). The good news is you will also gain levels and hopefully match, if not better, the enemies you encounter as you gain experience.

Modifiers

At times you will see a modifier, such as +1 or –1 after a listed table reference, or damage sum. Simple apply this to your roll for that table.

Increasing the Difficulty Level

The following two rules, **Armour Checks** and **Outnumbered**, are optional and designed to increase the difficulty of the game. You do not have to use them.

Armour Checks

Whenever you deflect damage in combat, roll a D6. If you roll a 5, then that piece of armour has been damaged and will stay that way until it can be fixed. Subtract 1 from the damage modifier, unless it is already a –1. For example, a wooden shield has a –2 modifier and, when damaged, will have a –1 modifier. If you roll a 6, then that piece of armour is destroyed by the attack; remove it from your character sheet. Reinforced Banded Mail and Full Plate cannot be destroyed but can be damaged on a 6 instead of a 5.

Damaged armour can be fixed with Inventive Usage. For example, leather straps could fix a leather breast plate, or an anvil and hammer could be used to fix a piece of metal armour. Double the experience gained for this action.
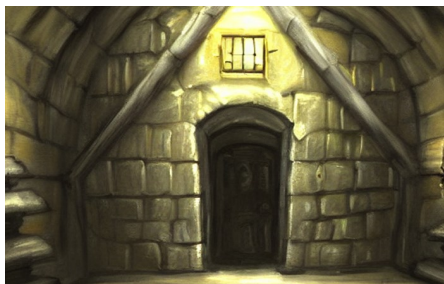
Outnumbered

When facing multiple opponents, every additional enemy gains +1 Shift. So, if you are facing three thugs, the first has +1 Shift and the second and third have +2 Shift, as they have more time while you're more focused on the first foe.

Leaving the Dungeon

You can leave the dungeon at any time and on any level. Heading back through the main entrance of the dungeon is not an option, as it may alert the residents to your presence. So, you must find a ventilation shaft hidden in the dungeon to serve as an escape route to the surface.

To leave, you must be in a room that abuts the Outer Boundary of the level, and you must encounter the room before you can begin your search. Roll a D6 for each square adjoining the dungeon edge. If you roll a 6, you have found an **exit shaft**; mark it on the map with an "E". This is where you will resume your adventure when you return to exploring as before.
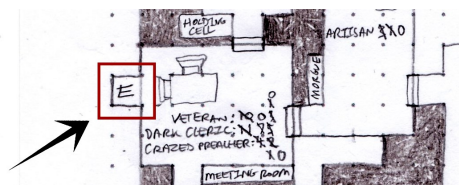
The exit shaft is virtually invisible on the surface, but you make sure you mark it before you head to town.

You can only leave once per level. There is only one exit shaft per level. Once you have returned to the dungeon, the shaft collapses, and there is no other way out. You will have to fight on to the next level.

If you do leave and return to town, you

can heal up to full Health Points, sell your loot and buy items that can help on your next adventure. You can also remove any Soaked and Bloodied status you may have.

When you're done in town, you can leave the rest of your loot in a secure location and head back, stronger and more capable. It is up to you as to what you bring back to the dungeon, but you cannot acquire any items other than the ones at the market.

Liberating Prisoners

At certain points in the adventure, you will encounter prisoners, and you may be able to liberate some of them. These opportunities will be indicated by the use of the 'Encounter Prisoner Table' (ENP). Liberated prisoners escape the dungeon and head to freedom on the surface. Mark a tally on the Liberated Prisoners box on the Character Sheet. Whenever you return to town, roll on the 'Liberating Prisoners Table' for each liberated prisoner and then erase the tally from the box.

Liberating Prisoners Table	
1	You hear nothing more about the prisoner.
2	The father of the prisoner approaches you outside the tavern. He hands over a pouch of 6D6 SC and thanks you.
3–4	You hear that the prisoner was a pious worshipper of a random god. Roll on 'GOT1' and gain a Favour Point for that god.
5	The prisoner finds you and gifts you some herbs. Roll on 'HST1'.
6	The prisoner was from a rich family. A representative approaches you and gives you a pouch of 4D6 GC as thanks.

Places to Visit in Town

There are a number of places you can visit while in town. Due to the time allowance, you can only visit each location once, and then either the tavern or temple that evening.

The Market

Once free of the dungeon, you can visit the market to buy and sell a range of items.

Selling Items

To sell all of your non-coin loot, first establish what you want to sell and its value. For your armour, make a note of the total value of the pieces you plan to sell. For miscellaneous items, calculate the total based upon the 'Values of Miscellaneous Items Table' and halve it. Gems retain their full value, but armour, scrolls, potions, and magic items are only worth half their purchase price (before market bartering). Runes sell for 50 GC each and magic affected armour gains 50 GC value. The traders on the stalls can be tough at times and generous at others. To see how effective your bartering skills are, roll 2D6, add your Adventurer Level, deduct your Precision, then consult the 'Market Bartering Table' on the following page.

Buying Items

You can also buy items at the market. All types of armour, magic potions, and magic scrolls are available (but not other magic items). Refer to the Tables Codex for the items available. You must pay the full price listed for any items you buy.

Miscellaneous items are also available for purchase, for the prices listed in the 'Values of Miscellaneous Items Table'.

Market Bartering Table	
2–4	Taken to the cleaners. You lose 50% of the sell price of your loot (rounded up).
5–6	You come out thinking you did well, but when you add it up, you find you have lost 10% of the sell price (rounded up).
7–8	You manage to achieve the sell price of the loot.
9–14	You did well and stood strong on a couple of deals. You add 10% of the sell price of the loot (rounded up).
15+	Masterful in the moment you convince the traders of the additional worth. Gain 20% of the sell price (rounded up).

The Engraver

You can visit the Engraver and they will etch magical runes you have found in the dungeon onto your main weapon or throwing weapons, at a cost of 10 GC per rune. You can only add two runes per visit, as it takes time. Throwing weapons may only have one rune, while your main weapon can carry up to five. Runes can not be removed once engraved as they are magically etched into the metal.

Runes are found in the dungeon from level 3 onwards, and take the form of small stone counters or tablets that the engraver copies and then destroys over the weapon in a process of arcane sacrifice. This process imbues the weapon with the power of the rune. Rune descriptions and knowledge of their power can only be discovered in the depths of the dungeon.

Historically, runes are named after their founders, who were either blacksmiths, magic users, or, most likely, both. They discovered the arcane magic that was linked to the rune form and encapsulated it in stone, a viable conduit in the world of Coradine, or engraved it on weapons to assist with the war against the subterranean scourge.

Some rune effects can be stacked, multiply the effects, if you have more than one engraved. The rune tables will indicate which ones can with the word stackable.

The Herbalist

You can visit the Herbalist to buy and sell herbs. The 'Herbalist Table' lists the prices for a single dose of a given herb. Due to limited availability, you can only buy up to three doses of each herb per visit, even if you sold to the Herbalist on your last visit. Some herbs have a higher worth to the herbalist despite their Buy price. Medical remedies are not available at the Herbalist.

Herbalist Table		
Herb	Buy (1 dose)	Sell (1 dose)
Dankoma Stems	7gc	1gc
Ilios Petals	12gc	2gc
Kathoto Spines	3gc	2gc
Malako Leaves	10gc	4gc
Scarlet Orievatus	15gc	5gc
Zoumerous Leaves	5gc	2gc

Buying Rations

You can buy a maximum of three adventuring rations at the tavern for 10 SC each. They are specially wrapped for the dungeon and made of hardy ingredients full of energy and turnips.

In the Evening

Before returning to the dungeon, you may spend the evening either at the tavern, listening to the gossip, or in quiet meditation at the temple.

Tavern Exploits

At the local tavern, you may swap tales over a few pints. If you wish to do so, roll on the 'Tavern Exploits Table'. It could be that what you learn may reveal something useful for when you return to the dungeon.

Loot Lockup

Before you re-enter the dungeon you can offload items you may want to keep safe for use later. On your Character Sheet is a box labelled Loot Lockup. This represents a secure space away from the dungeon where you can store items. This is particularly useful for large items that can be damaged or destroyed while adventuring, and for spare pieces of armour you may wish to swap out or use later can be stored here. There is no limit to the number or type of items you can store here.

Tavern Exploits Table	
Roll 2D6	Description
2	Word around the tavern is that the dungeons are infested. When you encounter any small rooms (six squares or fewer) on the same level where you re-enter the dungeon, you also encounter a patrol.
3–4	The ale is flowing and you drink a little too much. You wake up with a hangover. Lose all SC and 2 HP before you re-enter the dungeon.
5–6	The tavern is very quiet this evening, but it does allow you to talk to Freda tending bar. She talks about some of the characters who have been in lately, including one group talking about finding another entrance to the dungeon and a distinctive stone that marks the spot. When you enter the dungeon again, you may exit that level one additional time (rather than pushing on to the next level before you can find another exit shaft).
7–9	You have a pleasant evening but nothing useful is discussed or wisdom revealed.
10	You catch up with old Glen. He laughs as he talks about his exploits in the underworld. You listen intently to some of the same old stories. He talks about one particular route that seems familiar. You may select the room type for the first new room you encounter when you re-enter the dungeon.
11	You're lucky, Freda has made some wholesome broth. You devour a large bowl of it and feel great when you wake the next day. Gain 2 temporary HP above your baseline.
12	You listen to the talk in the tavern and the mood is buoyant. People say there have been no raids in a couple of weeks, and that the enemy is low in numbers. On the level where you re-enter the dungeon, there are no patrols. If instructed to roll for one, ignore it.

The Temple

Located on a hill above the town is the Universal Temple. It is a place where all gods are welcome and you can meditate on their message, turning your attention to the subterranean gods and calling for their favour. Choose one: either Grakada, Intuneric, Maduva, Murataynie, Nevazator or Radacina and gain a Favour Point. Mark it on your Character Sheet.

Minor Religious Artifacts

If you visit the temple, you can donate any Minor Religious Artifacts to the priests. In return you receive 2 FP for each artifact. You choose the god to favour.

The Town Hall

While in town, you can also take part in a friendly arm wrestling competition held at the Town Hall. It could bolster your confidence and physical wellbeing before your return to the dungeon. Of course, if you lose, it may have the opposite effect. Roll 2D6 on the 'Arm Wrestle Table' and add your Discipline modifier as you try to remain focused (scrolls can not be used). Any resulting modifiers are noted on the Character Sheet and taken into your next adventure. You can only arm wrestle once per visit to town.

Arm Wrestle Table	
Roll	Description
2–4	The crowd around your table laughs at your defeat as your arm is slammed down by a large brute with bulging muscles. It seems to have jarred your shoulder. Lose 2 HP, and 5 GC (or equivalent) if you have it.
5–6	You're so preoccupied with trying to beat a lean woman with tight muscles that you don't notice a thief cut your pouch free and steal 10 GC (or equivalent coins) if you have it. You lose the round when you realise your belt suddenly feels lighter.
7–8	You manage to win a few rounds before a broad veteran rolls up and beats you all too quickly. He smiles, flips you 1 GC and says, "Next time kid."
9–10	It is a good night. You beat three tough-looking sailors and call it quits, deciding you have done well and shouldn't push your luck. You feel strong and confident that your quest in the dungeon will go well tomorrow. Gain 4 temporary HP above your baseline.
11–12	You are doing well and the crowd cheers you on, but you have pulled a muscle. During the break, a man comes up to you and gives you a healing salve you rub onto your forearm. He has backed you to win and wants to see a return on his investment. Alas, you fail in the final but still feel the effects of the salve. Gain 8 HP above your baseline.
13+	You progress deep into the arm wrestling tournament and smash the final with a fine victory. You stand upon the table, triumphant, fellow drunk revellers cheering your name. You have proven to yourself that you have a keen focus. Gain 1 Discipline permanently. You can only do this once in the Arm Wrestling competition. If it happens again, gain 20 GC instead.

Legendary Rewards

If you manage to complete all 10 dungeon levels, then you have become a legend – CONGRATULATIONS! Your name is talked about in taverns, your feats sung about by bards. You have cleared the land of the immediate evil that threatened their very existence. This means that when you return to town after completing Level 10 of the dungeon, there are celebrations, during which you are presented with a legendary reward and 500 GC. Roll on the table below.

Your Legendary Reward	
Roll	Description
1	The Crown of Verifica
2	The Spell Book of Detinere
3	Puternic's Spectral Armour
4	The Helm of Zebor
5	Dumnezeu's Golden Idol
6	The Wand of Dretas

You're not quite sure what this item does but a wise person tells you that the item's power will become apparent when you take on a Legendary Dungeon. Add the legendary reward to your Character Sheet and look upon your hero, for they are... a legend. Now bards sing of your exploits, landlords talk of your adventures, and the townsfolk nod as you pass. You have saved this land from the denizens of the dungeon, your home is safe for the time being.

Of course you may retire but there are rumours that an even more terrible dungeon awaits. Maybe one day you will find it.

Although this section completes the rules, a series of useful pages follow, including:

- **Character Sheet**
- **Combat Cards**
- **God Cards**
- **Dot Grid for the Maps**
- **Combat and Magic Crib Sheet**
- **Quick Reference Sheet**

Tables and Creature Cards can be found in the Tables Codex book.

A note from the author:

I hope you enjoyed your adventure. This is a game inspired by many things that include: The Warlock of Firetop Mountain, Dungeons and Dragons, Dungeon Master, Nethack, Eye of the Beholder, Doom, Heroquest, Talisman, the list goes on…. all of which I have personally submerged myself in, lingering in the darkness, lost, until emerging as a triumphant hero! We can be heroes...yes, Bowie has also always been a massive creative influence too.

I also wanted to create a game that presented many random, but controlled, experiences so that you could go back and have a wholly new adventure each time and keep coming back for more and not become bored. The narrative grows and expands, so that after you can relive that story and the pleasure you had making it.

Enjoy.

Toby Lancaster

CHARACTER SHEET	NAME		LEVEL	

HEALTH POINTS	. . . .

XP	. . . .

SHIFT		DISCIPLINE		PRECISION	
WEAPON		APPLIED RUNES			

MANOEUVRES	DICE SET	MODIFIER

ARMOUR PIECE	DICE SET	MODIFIER

MAGIC SCROLLS	ORBIT	DISPEL DOUBLES	EFFECT MODIFIER

LEGEND STATUS LEVEL TRACKER	1	2	3	4	5	6	7	8	9	10

MAGIC POTIONS	EFFECT MODIFIER

BLOODIED								FEVER -1 HP per room until washed
SOAKED								PNEUMONIA -1 HP per room until heated

COINS			TREASURE	LIBERATED PRISONERS
GC	SC	CC		
				SIDE QUESTS

FAVOUR OF THE GODS	FAVOUR POINTS					
GRAKADA THE CORE						
INTUNERIC THE MURK						
MADUVA THE ROT						
MURATAYNIE THE PULP						
NEVAZATOR THE BLIND						
RADACINA THE RADIX						

A DUNGEON CRAWLER DESIGNED BY TOBY LANCASTER

NARRATIVE MOMENTS

LARGE AND HEAVY ITEMS

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

ADDITIONAL NOTES

SMALL ITEMS

LOOT LOCKUP

RATIONS

QUICK REFERENCE COMBAT CARD 1

ROLL TO HIT

Roll 2D6 and compare the numbers to your manoeuvres. If any of them match then you have performed that manoeuvre and hit the creature, this is known as an Exact Strike. As a result you may add your Shift points to the damage total.

SHIFTING THE DIE

If you roll a combination that does not match one of your manoeuvres you can use your Shift points to turn the dice up or down in the direction you need to match one of your manoeuvres. You can use your shift points modifier for each combat round.

QUICK REFERENCE COMBAT CARD 2

ARMOUR DEFLECTION

If either the primary or secondary die of the creature's successful attack manoeuvre (after shifting the dice) matches your armour dice set then your armour has successfully deflected some of the force of that attack. Deduct the armour piece damage modifier from the damage that you receive that round.

INTERRUPT STAT

If either the primary or secondary die of your successful attack manoeuvre (after shifting the dice) matches the creature's Interrupt Stat then that creature has successfully interrupted your attack. If you cause any damage you will have to reduce the total by the indicated amount on the creature card.

QUICK REFERENCE COMBAT CARD 3

MULTIPLE CREATURES

Sometimes there will be more than one opponent to fight in a room. When doing so you attack first and then the creatures take it in turn to attack. There is naturally a higher chance of being hit and the rounds take longer. Your armour can deflect damage from all the attacks. Fatigue Die adjustments apply to all combatants.

WINNING THE COMBAT

If you defeat your enemy check their Creature Card to see if they are carrying any loot. You may have to roll on a table. Now you encounter the space. Foes are always dealt with first when entering a room. Make a note on the map room of the enemy you fought and add their XP to your experience points total on your Character Sheet.

COMBAT FATIGUE AND SHIFT ADJUSTMENT PLATFORM

COMBAT FATIGUE DIE

D6

Start the die at 1. Every time you finish a combat round turn the fatigue die up 1 number. When you reach 4 +1 Shift, 5 +2 shift and 6 +3 shift. Shift remains +3 until the combat is over.

SHIFT ADJUSTMENT DIE

D6

When the fatigue die reaches 4 put a D6 on the shift adjustment die space. Track the Shift modifier here. This modifier applies to the player and the foe. Both benefit from the Shift bonus.

2D6

DUNGEON

REFERENCE CARDS

2D6

DUNGEON

REFERENCE CARDS

2D6

DUNGEON

REFERENCE CARDS

2D6

DUNGEON

REFERENCE CARDS

GRAKADA the Core

FAVOURED ITEMS

|	
	STONE/ROCK
	EARTH
	SAND
	COAL
	FORGED METAL +1
	DIAMOND +2

FOCUS: GRAKADA IS OF THE EARTH AND THE ROCKS. SHE EXISTS IN THE SOIL DRAWING UPON THE ELEMENTS.

If you roll below 1 when calling for the favour of the god they appear and grant a gift as well as the favour.

Appears as an old woman wearing a heavily textured shawl, upon which are clumps of mud. Her face is cracked and rough like twisted lava. HER GIFT: She enchants one piece of armour. Roll on ENAT1.

INTUNERIC THE MURK

FAVOURED ITEMS
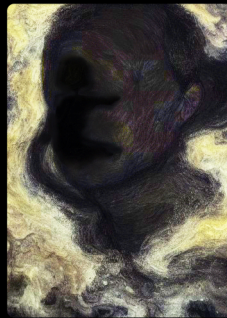
	INK
	COAL
	BLACK BEETLES
	EBONY
	BLACK FEATHERS +1
	GARNET +2

FOCUS: INTUNERIC IS OF THE DARKNESS AND THE UNSEEN. HE IS ABSENCE.

If you roll below 1 when calling for the favour of the god they appear and grant a gift as well as the favour.

Appears as a swirling cloud of blackness, within which can be seen a human form. His form is featureless and black as the void. HIS GIFT: You can now see deeper in to dark spaces, +1 to pouch, bag and chest rolls.

MADUVA THE ROT

FAVOURED ITEMS

	BONE
	ASH
	LEATHER
	TEETH/FANGS
	WISH BONE +1
	EMERALD +2

FOCUS: MADUVA IS OF THE PAST AND FEEDS UPON THE MANY DEAD ANIMALS BENEATH THE SURFACE.

If you roll below 1 when calling for the favour of the god they appear and grant a gift as well as the favour.

Appears as a hunched beast, its body bound by cord and covered in bones, its face a series of smashed animal skulls. ITS GIFT: You can no longer be poisoned or infected as you are now blessed by Maduva.

MURATAYNIE THE PULP

FAVOURED ITEMS

	BLOOD
	MEAT
	LEATHER
	HORN
	DRAGON SCALES +1
	RUBY +2

FOCUS: MURATAYNIE IS ANIMAL AND SINUE, TWISTED MUSCLE AND THE SCREAMS OF THE LIVING BEASTS.

If you roll below 1 when calling for the favour of the god they appear and grant a gift as well as the favour.

Appears as a writhing mass of internal organs formed into a beast and cloaked in many skins. ITS GIFT: It reaches down and crosses your head with blood. The bloodied status no longer affects you.

2D6

DUNGEON

GOD CARDS

2D6

DUNGEON

GOD CARDS

2D6

DUNGEON

GOD CARDS

2D6

DUNGEON

GOD CARDS

NEVAZATOR THE BLIND

FAVOURED ITEMS

| STICKS |
|---|
| CLOTH |
| HEMP |
| ROPE |
| GLASS ORBS +1 |
| SAPPHIRE +2 |

FOCUS: NEVAZATOR IS THE LOST AND THE BLIND BUT UNDERSTANDS THIS DARKNESS.

If you roll below 1 when calling for the favour of the god they appear and grant a gift as well as the favour.

Appears as a skinny man, wearing a blindfold or with no eyes, using a staff. He is the many lost souls to have perished in the darkness. HIS GIFT: Nevazator gives you his protection, +3 when rolling on RFUT1.

RADACINA THE RADIX

FAVOURED ITEMS
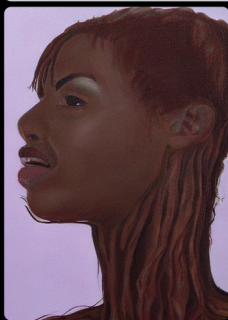
SEEDS
ROOTS
MUSHROOMS
VEGETABLES
ACORNS +1
PEARL +2

FOCUS: RADACINA KNOWS THE ROOTS THAT RUN THE EARTH WITH THEIR LIFE.

If you roll below 1 when calling for the favour of the god they appear and grant a gift as well as the favour.

Appears as a beautiful young woman covered in roots and run through with veins. HER GIFT: She hands you three seeds and touches your forehead. Each seed will restore you to full health.
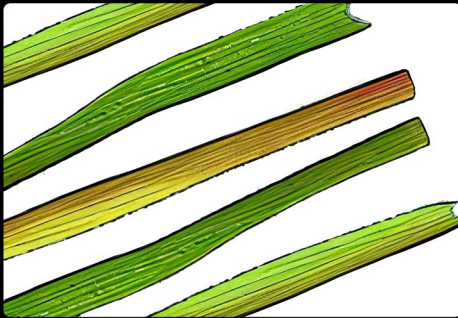
2D6

DUNGEON

GOD CARDS

2D6

DUNGEON

GOD CARDS

DANKOMA STEMS

Fibrous, porous, soft stem, with healing and absorbent properties.

BUY | 7 | **SELL** | 1 | **Gold coins per dose**

An ingredient for the following medicine and potion bombs

- *Medicated Bandage - 1 of 2 ingredients*
- *Drying Powder - 1 of 2 ingredients*
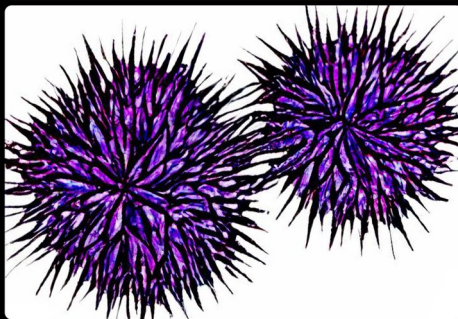- *Sterilising Powder - 1 of 2 ingredients*

ILIOS PETALS

A delicate yellow petal that crumbles to a fine dust with healing properties.

BUY | 12 | **SELL** | 2 | **Gold coins per dose**

An ingredient for the following medicine and potion bombs

- *Healing Balm - 1 of 2 ingredients*
- *Health Paste - 1 of 3 ingredients*
- *Drying Powder - 1 of 2 ingredients*
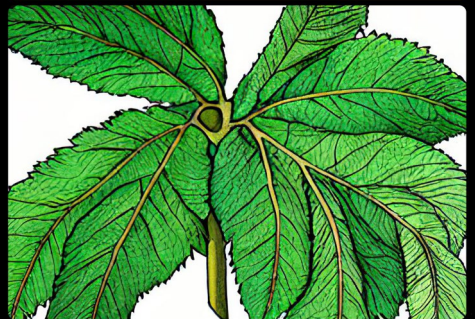- *Smoke Screen - 1 of 4 ingredients*

KATHOTO SPINES

Small spikey seed heads that have an oily core and limited applications.

BUY | 3 | **SELL** | 2 | **Gold coins per dose**

An ingredient for the following medicine and potion bombs

- *Soothing Oil - 1 of 2 ingredients*
- *Flame Jar - 1 of 5 ingredients*

MALAKO LEAVES

A tough, rubbery, dark green leaf that tastes bitter.

BUY | 10 | **SELL** | 4 | **Gold coins per dose**

An ingredient for the following medicine and potion bombs

- *Chewed Malako - Only ingredient*
- *Healing Balm - 1 of 2 ingredients*
- *Not used in potion bombs*

2D6

DUNGEON

HERB CARDS

2D6

DUNGEON

HERB CARDS

2D6

DUNGEON

HERB CARDS

2D6

DUNGEON

HERB CARDS

SCARLET ORIEVATUS

A delicate red leaf, with sterilizing properties that crumbles when dried.

BUY	15	SELL	5	Gold coins per dose

An ingredient for the following medicine and potion bombs

- *Medicated Bandage - 1 of 2 ingredients*
- *Health Paste - 1 of 3 ingredients*
- *Sterilising Powder - 1 of 2 ingredients*
- *Dark Shell - 1 of 5 ingredients*

ZOUMEROUS LEAVES
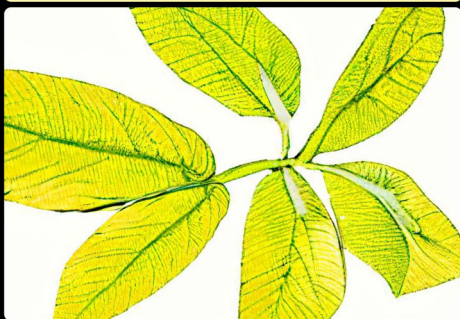
A soft, succulent, yellow leaf that has a high water content.

BUY	5	SELL	2	Gold coins per dose

An ingredient for the following medicine and potion bombs

- *Health Paste - 1 of 3 ingredients*
- *Soothing Oil - 1 of 2 ingredients*
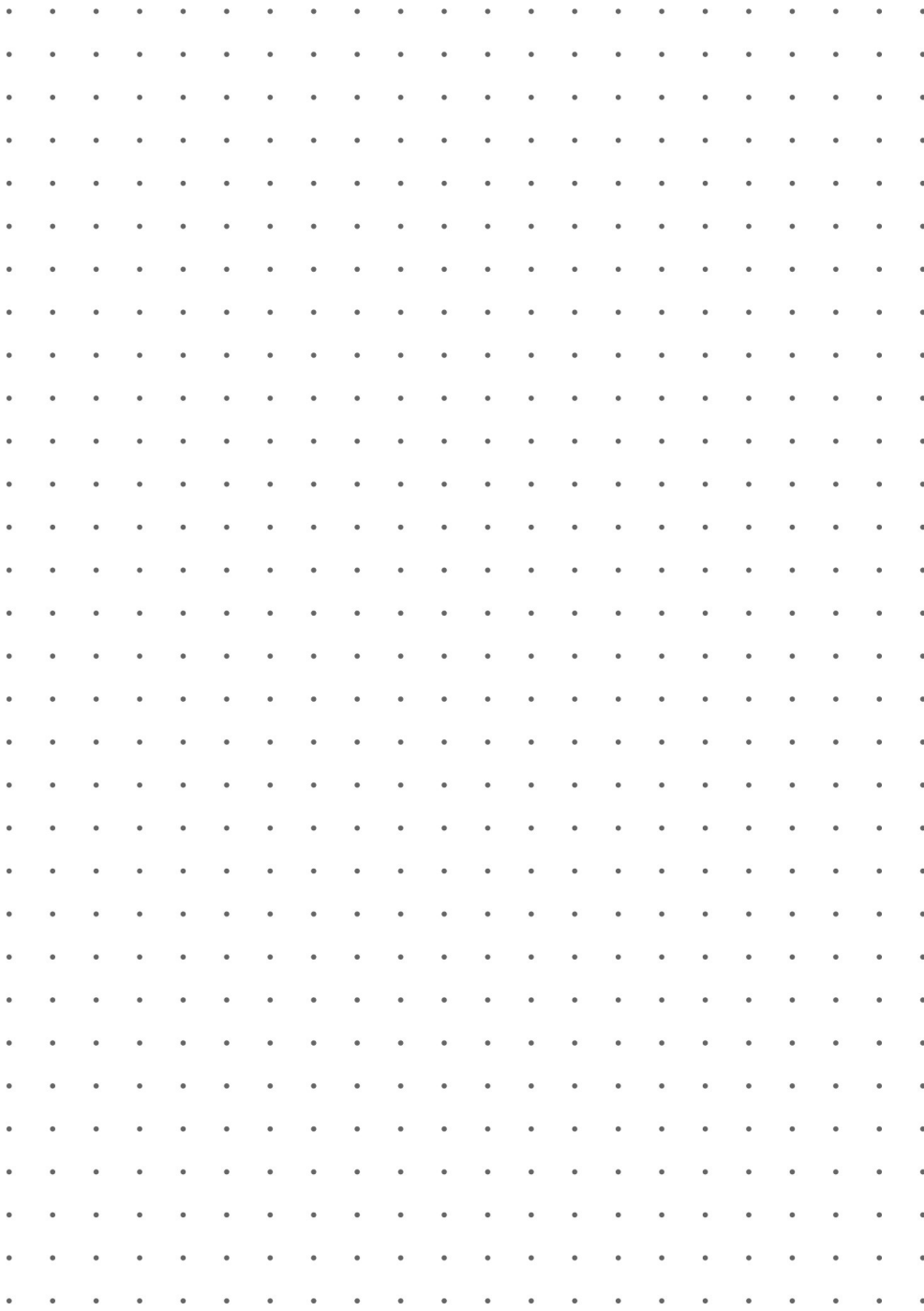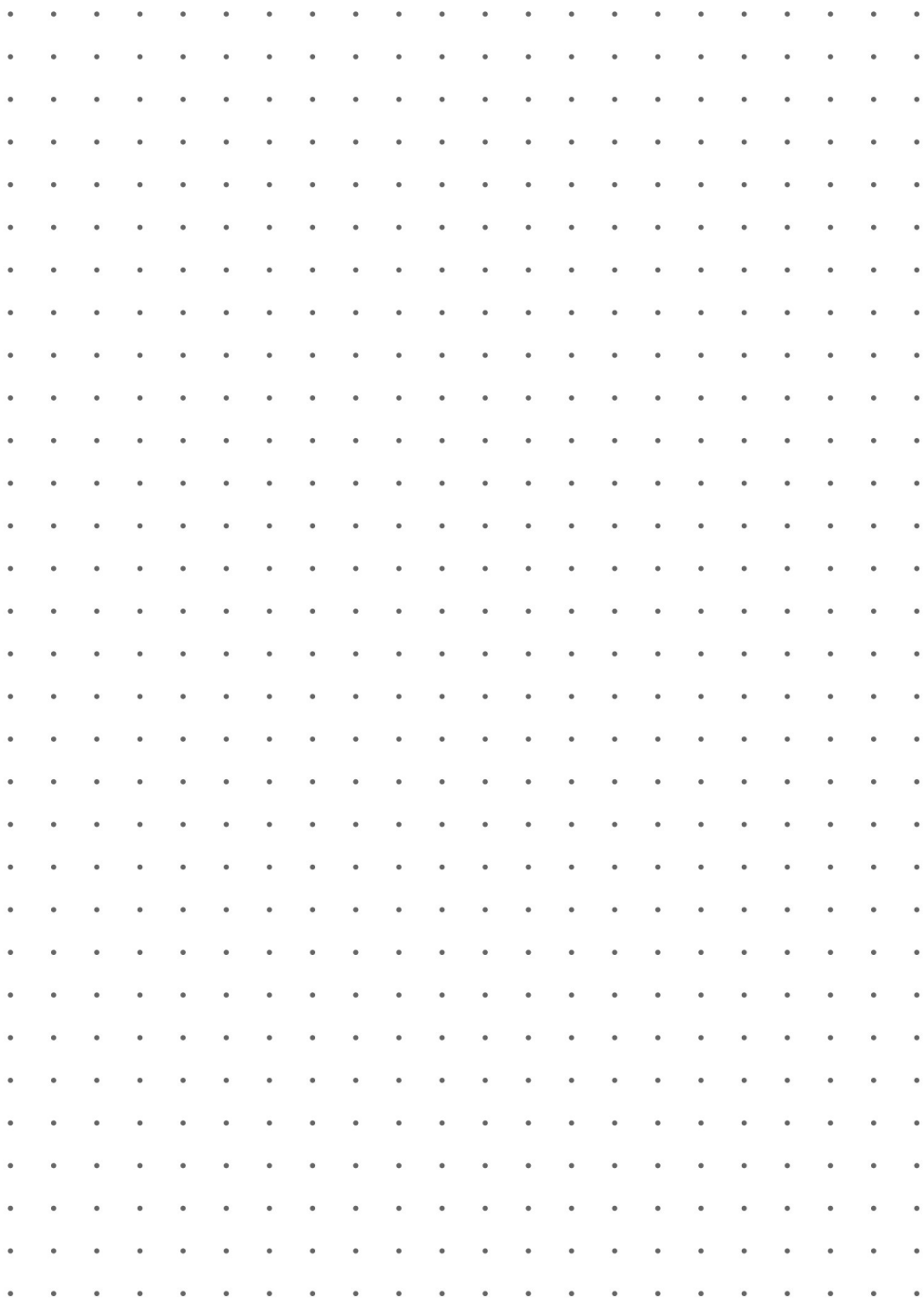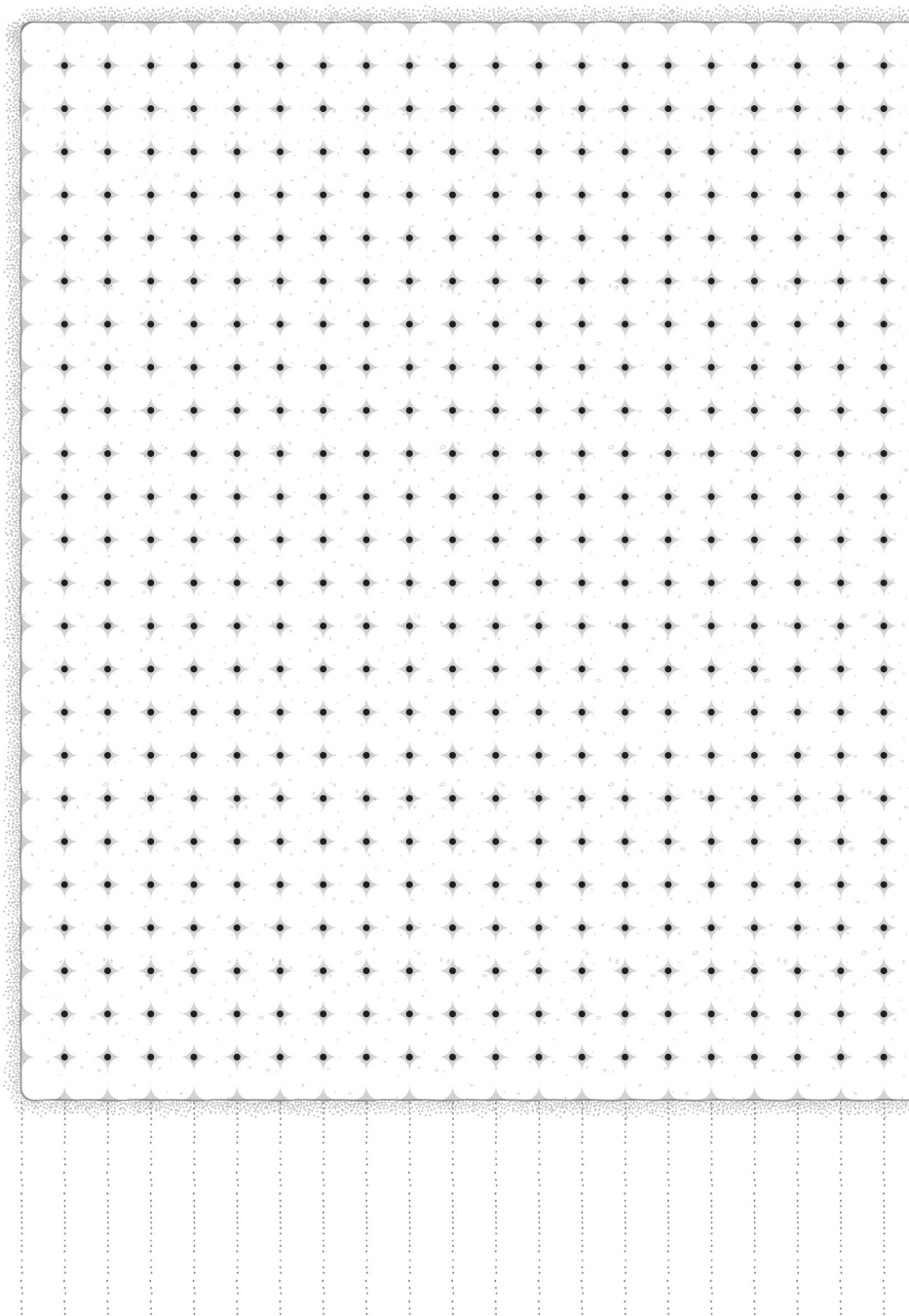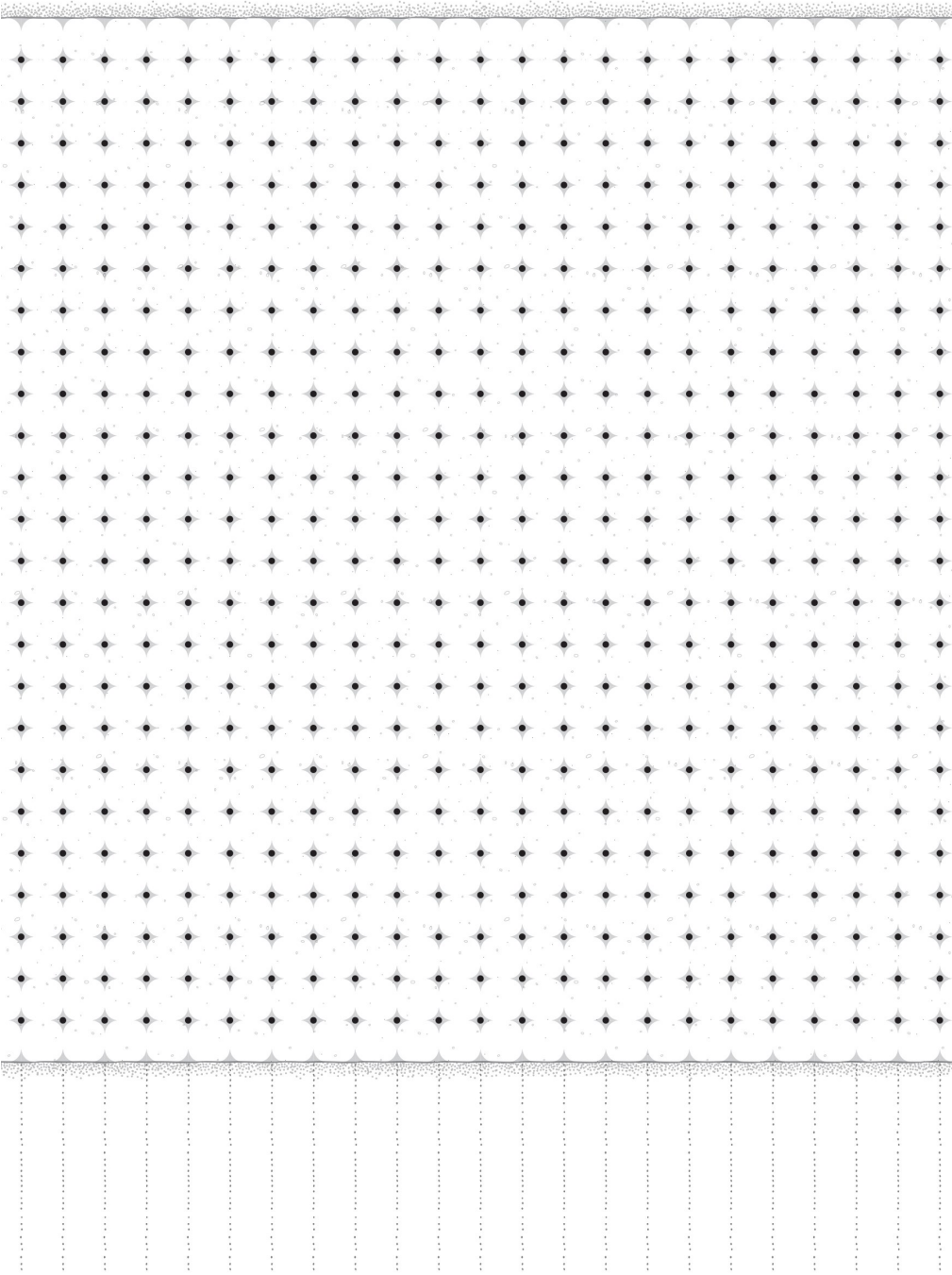- *Shrapnel Burst - 1 of 5 ingredients*

2D6
DUNGEON
HERB CARDS

2D6
DUNGEON
HERB CARDS

HERO:

THIS DUNGEON INFO:

TITLE:

DATE:

LEVEL:
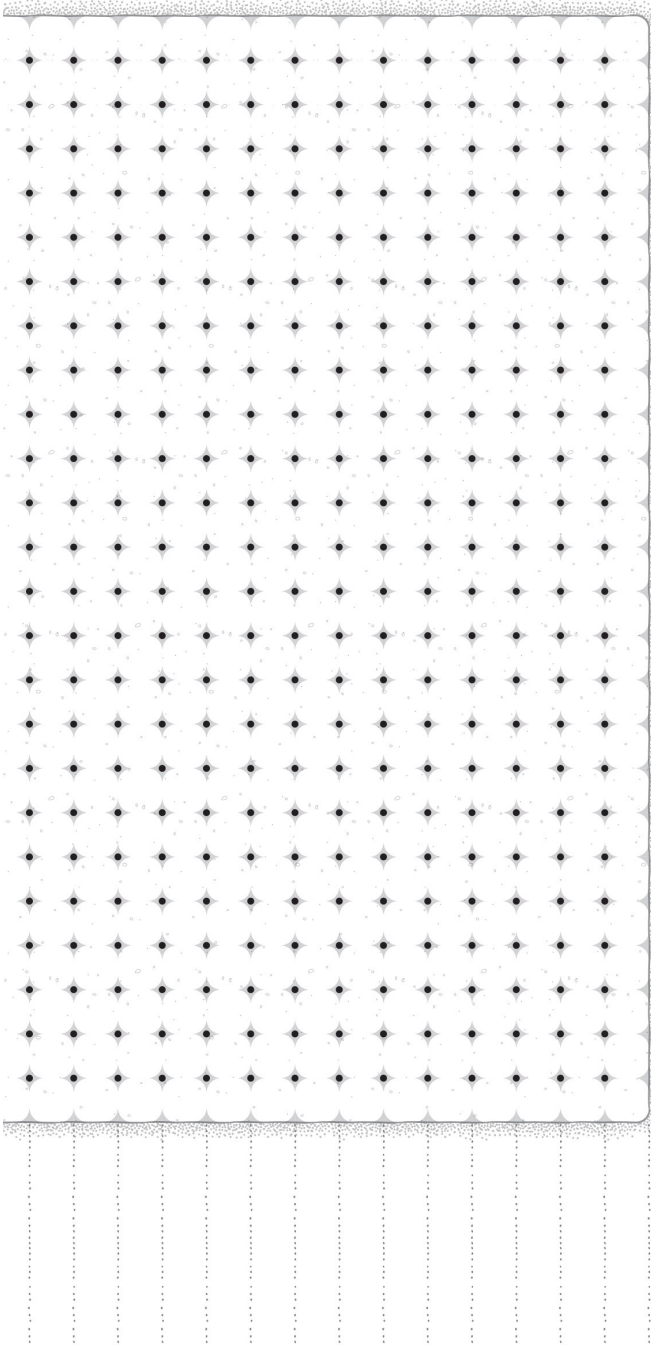
COMBAT

Roll 2D6 and compare the numbers to your manoeuvres. If any of them match then you have performed that manoeuvre and hit the creature, this is known as an **Exact Strike**. You may add your Shift points to the damage total.

A roll of 6 on a damage die will always result in at least 1 point of damage despite what the Damage Sum equates.

You can use your Shift points to turn the dice up or down in the direction you need to match one of your manoeuvres. You cannot shift the dice from 1 to 6 or from 6 to 1.

When a creature attacks and they roll a double one this is called a Mishap Attack. When a creature attacks and rolls a double six this is called a Prime Attack. Follow what it says on their creature card at the bottom.

When you start the first combat round place a die to one side with the 1 face up. This is the Fatigue Die and a kind of timer. You can use the Combat Fatigue and Shift Adjustment Platform. Every time you finish a round turn the die up 1 number numerically, 1 to 2 and 2 to 3 and so on. When you reach 4 you and the enemy get +1 Shift (adding to your shift stat). When the dice reaches 5 you and the enemy get +2 Shift. When the dice reaches 6 you and the enemy get +3 Shift. You and the creatures will stay at +3 shift (adding to the shift stat you and they already have) until the combat is over.

If your armour's Dice Set can be matched with the creature's successful attack Manoeuvre (after shifting the dice), then you have successfully deflected some of the force of that attack.

If you roll a double 1 for your attack roll you always miss. If you roll a double 6 for an attack roll you have performed a Prime attack and can select any one of your Manoeuvres and perform it successfully.

MAGIC

Roll 2D6 to use a scroll. If you roll a double then the spell is cast successfully. You can use your Discipline modifier to shift the dice to a double. If you fail to cast the spell then there may be complications (refer to page 29). Roll on the Failed to Cast table.

Potions can be used at any point in the adventure, even during combat. If used in combat you miss a turn as you quaff the liquid, so in effect the enemy has two strikes. But you can use the defensive blocking action for both strikes. You can only drink one potion per combat.

You may call for a favour from the gods at any time. To call for a favour from a god you must have at least 1 box ticked next to the said god, then roll D6. If you roll equal to your favour points or below you have gained the favour of that god and are gifted one reward.

1. Heal all HP to your base line
2. Explode an enemy of a level equal to or lower than yours
3. Gain 1 discipline or precision for one dungeon level
4. Acquire a needed object for a task
5. Find a lever
6. Fix an item
7. Remove bloodied or soaked status
8. +3 on your next search roll
9. +3 shift on your next attack roll.

Herbal Remedies Table

Medicine	Required Herbs, Items and Effect
Chewed Malako	Malako Leaves – chewed. Heals 1 HP.
Healing Balm	Crushed Ilios Petals and Malako Leaves – applied to wound. Heals 10 HP. Can be used once per room.
Medicated Bandage	Cut Dankoma Stems and Scarlet Orievatus – added to bandage and applied to wound. Requires cloth. Heals 20 HP. Can be used once per room.
Health Paste	Crushed Scarlet Orievatus, Ilios Petals, and Zoumerous Leaves. Requires a solid container. Heals 10 HP per dose. 3 doses; can be used once per room.
Soothing Oil	Squeezed Kathoto Spines and crushed Zoumerous Leaves. Requires a container that can hold liquid. Heals all fresh damage caused by fire in the last two rooms you were in.
Drying Powder	Crushed Dankoma Stems and Ilios Petals – creates a light powder that absorbs water quickly. Requires a container. Removes Soaked status.
Sterilising Powder	Crushed Dankoma Stems and Scarlet Orievatus – creates a dense powder that cleans off blood. Requires a container. Removes Bloodied status.

Adventurer Levels Table

Level	Title	Number and Max Level of Manoeuvres	XP to Level Up	Shift Total	Discipline Total	Precision Total	HP Base line
1	Raw	2 - Level 1	100	+2	+1	0	10
2	Novice	2 - Level 1	500	+2	+1	+1	20
3	Apprentice	2 - Level 1	1000	+2	+2	+1	30
4	Skilful	2 - Level 2	2000	+2	+2	+2	40
5	Experienced	2 - Level 2	3000	+3	+3	+2	50
6	Adept	3 - Level 2	5000	+3	+3	+3	60
7	Accomplished	3 - Level 2	10000	+3	+3	+4	70
8	Expert	3 - Level 3	15000	+3	+4	+4	80
9	Professional	3 - Level 3	25000	+4	+4	+4	90
10	Master	3 - Level 3	-	+4	+5	+5	100

Gem Value Table

Gem Type	Colour	Low Quality	Mid Quality	High Quality
Pearl	Opaque	2gc	4gc	10gc
Sapphire	Blue	4gc	8gc	20gc
Garnet	Orange	8gc	16gc	40gc
Ruby	Red	10gc	24gc	60gc
Emerald	Green	12gc	32gc	80gc
Diamond	White	16gc	40gc	100gc

Checks and Actions		
Situation	**Roll or Process**	**Aim**
Precision Checks	Each individual Precision Check has a number, detailed in the text, that you must roll over on 2D6, and a number in brackets indicating how many rolls you have before the task becomes impossible. Such as: PC8(1). Add your Precision to the roll.	Pass the test
Fix something	Inventive Usage. Requires specific objects.	10 XP per level
Attempt to cast a spell from a scroll	2D6, use Discipline modifier to shift the dice. If you roll a double then the spell is cast successfully. (Fail: roll on 'FTCCT1').	5 XP per level
Make herbal remedy	Inventive Usage. Requires specific ingredients.	5 XP per level
Check to see if a door is locked, excluding stone slabs.	<table><tr><td>Roll</td><td>Lock Result</td></tr><tr><td>6</td><td>All types of doors are locked.</td></tr><tr><td>5–6</td><td>Reinfroced doors are locked</td></tr><tr><td>4–6</td><td>Metal doors are locked.</td></tr></table> If locked, write an "L" next to the door icon.	Find out if the door is locked
Pick a lock	Roll 2D6 for the lock's quality. Write the number next to the door or box icon. Some locks have a modifier to apply to the lock quality roll. To pick, roll 2D6 + Precision above or equal to this number. You only get one roll per lock.	Open the lock
Made a loud noise	Roll 2D6 + Discipline. If you roll 8 or higher, you have not been found out. Under 8, and you must roll on the dungeon level Patrol Table. You are distracted, so you lose initiative and they attack first.	Avoid the patrol
Calling for favour of the gods	If you have at least 1 box ticked next to the god, roll a D6. If you roll equal to or below the Favour Points you have with that god, you have gained their favour and are gifted one reward.	Gift from the god (see God Card)
Market bartering	Roll 2D6 + Adventurer Level and subtract your Precision. Consult the 'Market Bartering Table'.	Earn more or less from loot
Leave the dungeon through an exit shaft	At a wall adjoining the Outer Boundary of the dungeon level, roll a D6 for each square on that wall. you roll a 6, you have found a **ventilation shaft**; mark it on the map with an "E" for exit. This is where you will resume your adventure when you return. May only be used once per level.	Return to town

Potion Bombs		
Type	Ingredients	Effect
Smoke Screen	1) water 2) spores, fungi, or mushrooms 3) ash 4) Ilios Petals	Smoke erupts on impact! The enemy cannot use movement-based Interrupts in the same round the Smoke Screen is used.
Flash Phial	1) water 2) coal or charcoal 3) a feather 4) Dankoma Stems	A bright flash of light! The enemy is blinded and cannot attack in the same round the Flash Phial is used.
Dark Shell	1) water 2) charcoal 3) ink or writing on parchment 4) crushed insect 5) Scarlet Orievatus	A black void erupts on impact, and absorbs lifeforce as it shrinks away. The target loses 5 HP per level of dungeon.
Shrapnel Burst	1) water 2) teeth or fangs 3) splinters of wood 4) thread 5) Zoumerous Leaves	On impact, shrapnel explodes at the enemy, causing 2D6 +4 damage.
Flame Jar	1) water 2) coal or charcoal 3) patch of hemp 4) crushed bone 5) Kathoto Spines	On impact, flames burst out and engulf the enemy for 3D6 +5 damage.

Liberating Prisoners Table	
1	You hear nothing more about the prisoner.
2	The father of the prisoner approaches you outside the tavern. He hands over a pouch of 6D6 SC and thanks you.
3–4	You hear that the prisoner was a pious worshipper of a random god. Roll on 'GOT1' and gain a Favour Point for that god.
5	The prisoner finds you and gifts you some herbs. Roll on 'HST1'.
6	The prisoner was from a rich family. A representative approaches you and gives you a pouch of 4D6 GC as thanks.

Room Creation Quick Reference

1. Roll a D66 for room size (X,Y).
2. Roll for number of doors.
3. (Optional) Roll for door placement.
4. Roll for Room Type on corresponding Level Rooms Table.
5. Set up Room Exits based on table.
6. Encounter Creature first (if present).
7. Engage with Room Encounter.